



FIBA

We Are Basketball

**FRIP LEVEL 1
HOME STUDY BOOK**

Home Study Book

REFEREEING (LEVEL 1)



PREFACE - REFEREEING (LEVEL 1)

Basketball as a game is progressing every day. It is a natural environmental development process that takes place unconditionally and it is called evolution. The game and more so refereeing is completely different from 10 years ago. Presently, top level refereeing is improving faster than the game itself and higher standards of performance are expected every year. The present pace causes us to adopt a motto of: “What was considered exceptionally good yesterday, is considered standard quality today and below average quality tomorrow”.

This doctrine has been written to provide prospective FIBA Referee Instructors with information about effective referee education practices and key topics for the development of successful basketball referees. It is intended, that as part of the FIBA Referee Instructor Program (FRIP), successful completion of Level 1 will lead to a FIBA Referee National Instructor’s licence.

It has been prepared for those with some instructional experience wishing to enhance their approach to referee training and for those with a wealth of knowledge about refereeing, who wish to develop their instructional key points and practical delivery. It is divided into three modules and deals with topics such as Basketball Officiating, Individual Officiating Techniques and basic 3 Person Officiating. The most important pre-requisite is to have an open mind and a willingness to analyse your strengths and weaknesses whilst being able to adopt new approaches and practices.

The program promotes home study, so that you can work through it in your own time and at your own pace. It is interactive in nature, so you will need writing materials. Allow at least a few hours to complete the online module. Working through this program will help you prepare your educational session focusing on key topics relevant to basketball refereeing education.

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INTRODUCTION & GENERAL

- R1.1 BASKETBALL OFFICIATING**
- R1.2 IMAGE OF AN ELITE BASKETBALL REFEREE**
- R1.3. BASIC BASKETBALL OFFICIATING TERMINOLOGY**



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R1.1. BASKETBALL OFFICIATING

Generally, sports officiating is challenging and more so in the game of basketball – especially where ten athletic players are moving fast in a restricted area. Naturally the game has changed and the court has actually become larger, not in actual court size but in the playing and refereeing sense. Play situations are spread all over the court with every player able to play in almost every position. Naturally this sets a new requirement for basketball refereeing. It is good to remember that improving daily should not be considered as actual progress but rather is only designed to keep pace with the game's development – this is called evolution and this will occur regardless if we want it or not.

Sometimes there is a tendency to define basketball officiating as a very complex combination of various skills. It is true it requires many abilities by the referee, but the bottom line is that all these skills aim to achieve one thing - being ready to referee the play or handle situations that may arise during the game. All the training should focus on game preparation to assist referees to address various situations in games.

Refereeing is:

Anticipate what will happen — Active mind-set

Understand what is happening — Basketball knowledge

React properly for what has happened — Mental Image Training

R1.2. IMAGE OF AN ELITE BASKETBALL REFEREE

FIBA has one golden rule when it comes to prioritising for referee training for FIBA games - Game Control. That is ensuring a smooth running and dynamic game where players are able to showcase their basketball skills. This is the image FIBA is looking for. The two or three appointed referees are the ones who are responsible for this game control.

It is good to define and remember that game control is different to game management. Ultimately, it is the Referees that are in charge of the game. They define what is allowed and what is not – nobody else.

Having said that, it is equally important that referees look and act like they are in charge. Referees should give a non-verbal message that they are ready and able to make decisions. The core function of refereeing is decision making. Referees need to feel comfortable in making decisions without hesitation in the decision making process. Of course, the correctness of these decisions can be analysed after the event and so referees must demonstrate confidence and trust or at the very least present so that others view them this way (perception).



Therefore, FIBA has added the topic of “court presence” to its training program. It includes mental training with an “I am in charge” concept. This will be combined with a physical training plan to create an image of a strong and athletic body, fitting into the image of professionalism and promoting game control.

“Controlling is an attitude”

R1.3. BASIC BASKETBALL OFFICIATING TERMINOLOGY

TERM	ABBR	EXPLANATION
45° (Forty five degrees)	45°	This refers to the preferred angle of the referees' stance, especially in Lead and Trail positions and in some cases by Center as well. Referees in L and T position will normally face the basket and maintain a 45° angle in order to keep in his field of vision as many players as possible. The Center referee's basic stance is generally flat with his back to the sideline, but he will normally adjust position to approximately 45° during weak side drives.
Act of Shooting	AOS	A shot for a field goal or a free throw is when the ball is held in a player's hand(s) and is then thrown into the air towards the opponents' basket. A tap and a dunk are also considered as shots for a field goal.
Action Area	AA	Action Area may involve players with or without the ball. Knowledge on various play situations (pick & roll, screening, post-ups, rebounding) will help referees identify Action Areas in their primary, or when extending or expanding coverage.
Active Mindset	AMI	Refereeing is nothing but being ready. Good referees are constantly analysing the movements and actions of the players in order to be in position to see something illegal. Look for reasons to call (illegal).
Active Referee	AR	The referee who hands the ball to a foul shooter or player for a throw-in, or to administer the jump ball to start the game.
Alternating Possession	AP	Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball.
Alternating Possession Arrow	APA	The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket. The direction of the alternating possession arrow will be reversed immediately when the alternating possession throw-in ends.



TERM	ABBR	EXPLANATION
Angle(s)	N/A	Working the angles; that is attempting to maintain a line of vision where the referee can see between players in order to keep vision on the areas of greatest potential contact.
Anticipate (call)	AC	Describes the situation when a referee anticipates that a certain event will occur and blows his whistle before actually seeing and reflecting on the event. Usually, this refers to the case when the referee makes a mistake because what they anticipated did not, in actuality, occur.
Anticipate (play)	APL	Describes the situation when a referee is able to read the play and anticipate the next moves to come and is able to adjust his position/angle properly in advance of covering the upcoming play.
Assistant Scorer	ASC	The assistant scorer shall operate the scoreboard and assist the scorer. In the case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.
At the Disposal (Ball)	BATD	When a referee hands the ball to a player making a throw-in or shooting a free throw or the referee is placing the ball at the disposal of the player.
Authorised Signals	N/A	"Authorised Signals: Those signals made by the referee for official communication to players or the bench as outlined by the FIBA Basketball Rules:"
Backboard	BB	The wood or glass rectangle on which the ring is suspended. The official size is 1.8m wide and 1.2m high. The ring is centred on the "board" 30cm from the base on the board.
Backcourt	BC	A team's backcourt consists of its team's own basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind their own basket, the sidelines and the centre line.
Backcourt Violation	BCV	Where an offensive player with the ball in their frontcourt causes the ball to go into the backcourt where it is first touched by them or a teammate. Also called an "over and back" violation.
Ball Side	BS	This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the "ball-side".
Baseline	N/A	The boundary lines marking both ends of the playing area. The line itself is considered to be out-of-bounds.

TERM	ABBR	EXPLANATION
Basket Interference	BI	<p>"Basket interference occurs when:</p> <ul style="list-style-type: none"> • After a shot for a field goal or the last or only free throw a player touches the basket or the backboard while the ball is in contact with the ring. • After a free throw followed by an additional free throw(s), a player touches the ball, the basket or the backboard while there is still a possibility that the ball will enter the basket. • A player reaches through the basket from below and touches the ball. • A defensive player touches the ball or the basket while the ball is within the basket, thus preventing the ball from passing through the basket. • A player causes the basket to vibrate or grasps the basket in such a way that, in the judgement of an official, the ball has been prevented from entering the basket or has been caused to enter the basket. • A player grasps the basket to play the ball."
Bench Control	N/A	Referees ensuring that the players and coaches sitting on the bench do not violate the rules of sportsmanship.
Blocking	BL	Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.
Bonus	N/A	When two free throws are granted to a player when they have been fouled and their opponent's team has reached the limit of four team fouls in a period.
Boundary Lines	N/A	The playing court shall be limited by the boundary line, consisting of the endlines and the sidelines. These lines are not part of the playing court..
Buzzer	N/A	Signal from the scores table used to indicate substitutes, time outs, disqualifications. And end of playing periods, or may be used by table officials to summon a referee to confer in the case of a misunderstood ruling.
Cancel the Score (basket)	N/A	A referee signals that a basket which has been made is to be discounted i.e. when a player charges as he is shooting with contact occurring before the ball leaves his hand – the referee cancels the score indicating to the scorer's table that the basket does not count.
Centre Line	N/A	The line designating the halfway mark of the court.
Charge (Charging)	CH	Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso.



TERM	ABBR	EXPLANATION
Close Down	CD	The position of the Lead where he should move before actual rotation starts.
Closed Angle	CA	A stacked or straight-lined view of the action area in a referee's primary / secondary coverage area.
Commissioner	COM	The commissioner shall sit between the scorer and the timer. His primary duty during the game is to supervise the work of the table officials and to assist the referee and umpire(s) in the smooth functioning of the game.
Consistency	N/A	A referee who interprets play situations and criteria exactly the same way throughout is said to be consistent.
Contact Foul	N/A	A personal foul resulting from a player illegally touching another player and putting him at a disadvantage.
Control of the Ball	COB	A team is said to be in control of the ball when a player of that team first has the ball in their possession inbounds or when the ball is placed at their disposal for a throw-in. It extends until the time a shot is taken, a whistle blows, or a player from the opposition side gains control. A player is in control of the ball when they are holding a live ball in their hands or dribbling it, or when the ball is at their disposal for a throw-in or a free throw.
Correctable Errors	CE	"Officials may correct an error if a rule is inadvertently disregarded in the following situations only: <ul style="list-style-type: none"> • Awarding an unmerited free throw(s). • Failure to award a merited free throw(s). • Erroneous awarding or cancelling of a point(s). • Permitting the wrong player to attempt a free throw(s)."
Coverage	CG	The vision on the game of the two referees; good coverage means that the referees between them have all players in sight both on and off the ball.
Crew Chief	CC	The crew chief is generally the more senior and/or experienced of the two officials. The crew chief's duties are the same as the umpires except that the crew chief: <ol style="list-style-type: none"> 1. Initiates the start of the game and of each period. 2. Inspects and approves all equipment to be used in the game. 3. Has the power to make the final decision on any point not specifically covered in the rules.

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TERM	ABBR	EXPLANATION
Cross Step	CS	When play starts to progress in one direction and designated referee takes steps in the opposite direction. This adjustment can be done in all positions as Lead, Trail & Center.
Cylinder (Principle)	CP	The imaginary vertical extension of a player. Players are entitled to occupy a spot on the floor and also the cylinder above them (i.e. they can jump straight up without giving up position).
Dead Ball	DB	The ball becomes dead when: 1) Any field goal or free throw is made. 2) An official blows his whistle while the ball is live. 3) It is apparent that the ball will not enter the basket on a free throw which is to be followed by: 3.1. Another free throw(s). 3.2. A further penalty (free throw(s) and/or possession). 4) The game clock signal sounds for the end of the period. 5) The shot clock signal sounds while a team is in control of the ball.
Dead Ball Officiating	DBO	Refers to any actions that take place after the referee makes the call and the ball becomes live again. Dead-ball officiating is primarily proactive and requires that the (two) other passive referee(s) become active during the dead ball period.
Disqualification	DQ	A disqualifying foul is any flagrant unsportsmanlike action by a player or team bench personnel.
Double Dribble	DD	An illegal dribble when a player discontinues his dribble action by allowing the ball to touch both hands on a dribble or allowing the ball to come to rest in one hand and then proceeds to dribble again.
Double Foul	DOF	A double foul is a situation in which 2 opponents commit personal fouls against each other at approximately the same time.
Double Whistle	DW	When two referees simultaneously blow their whistles.
Dual Coverage	DUCE	Area of responsibility and actions that two referees have overlapping primary responsibilities on the same area or play.
Edge of the Play	EPL	In Lead position it is crucial to adjust your positioning with the ball and to be in line with outside players in order to maintain the players in the field of vision and open look. When on the edge of the play, a referee is normally able to see more players and anticipate better next play situations to come. This position is linked with the term "45° angle".



TERM	ABBR	EXPLANATION
Eight (8) Seconds Violation	8S	When a team gains new possession of the ball in their backcourt it has eight seconds to advance the ball over the centre line.
Ejection	N/A	When a referee orders a player off the court for a disqualifying foul or for a second technical or unsportsmanlike foul on the same player.
Elbowing	ELW	Any hit or contact made with the elbow that imply a foul. Also - An action of excessive swinging of elbows by and offensive player with the ball (without contact).
EOG	EOG	End of the Game
EOP	EOP	End of the Period
Extended Coverage	EXCE	At the highest level of officiating, an official has to be able to extend coverage on two different play situations at the same time
Fake being fouled	FKF	Fake (Refereeing) is any action where a player pretends being fouled or makes theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an unfair advantage. Examples of faking are: falling backwards, falling down, moving the head backwards, etc. simulating contact by an opponent without actually being touched, or being contacted only in a marginal way (see "Flop").
Fantasy Call (Phantom Call)	FAC	Describes the situation when a referee makes a call for foul and actually there was not even contact on the play (problem with self-discipline / "I don't see, I don't call"). This is different than Marginal Contact that is incorrectly called as a foul (problem with criteria).
Fast Break	FB	A quick change of the direction of the ball as the defensive team gains possession of the ball through a steal, rebound, violation or made shot and quickly attacks to the other end of the court hoping to gain numerical or positional advantage over the other team and a resultant high percentage shot.
Feel for the Game	N/A	The referee's ability to be sense what's going on the court: are tempers getting high; is the pace fast; is there too much contact occurring, etc.? A referee with a good feel for the game is in the best position to maintain game control.
Fighting	FGT	Fighting is physical interaction between 2 or more opponents (players and/or team bench personnel).

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TERM	ABBR	EXPLANATION
Five (5) Fouls	5F	A player who has committed 5 fouls shall be informed by an official and must leave the game immediately. He must be substituted within 30 seconds.
Five (5) Seconds Violation	5S	Once a player has the ball at his disposal for a throw-in or a foul shot he has five seconds in which to release the ball. Also when a closely guarded player is in control of the ball, he has five seconds to pass, shoot or dribble - not to do so is a violation. A closely guarded player who is dribbling is not subject to a five second count.
Flagrant Foul	FF	May be a personal or technical foul. It is always unsportsmanlike and may or may not be intentional. If personal, it involves violent or savage contact, such as striking with the fist or elbow, kicking, kneeing, or running under a player who is in the air, or crouching or hiping in a manner which might cause severe injury to an opponent. If it is a non-contact foul, it involves extreme and sometimes persistent vulgar and/or abusive conduct.
Flop (Refereeing)	FLO	A sub-category of "Fake being fouled" is when a defensive player pretends or exaggerates an action in a charge/block situation simulating contact by an opponent without actually being touched, or being contacted only in a marginal way (See "Fake being fouled").
Foot (Kick) Violation	FVI	"A player shall not run with the ball, deliberately 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 Foot Ball)"
Foul	N/A	A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.
Foul Lane	N/A	The restricted area at both ends of the court circumscribed by the foul line, foul lanes and baselines. Also called the "key" or "paint".
Foul on no Act of Shooting	FNAOS	When a player is illegally contacted by the defence and foul is called, but not AOS.



TERM	ABBR	EXPLANATION
Fouled in the Act of Shooting (AOS)	FAOS	When a player is illegally contacted by the defence when attempting a shot.
Free Throw Line Extended	FTEX	This imaginary line represents the extension of the free throw line across the width of the court. Most coaches use it to establish defensive coaching guidelines. When the ball is above the free throw line extended a certain guideline applies. When the ball is below it another guideline applies. It is also used as a reference for offensive player alignment. FTEX is also a set-up (basic) position for the Center referee on the court.
Freedom of Movement	FOM	A cardinal term also in the rules denoting the ability of a player to move from one spot on the court to another without being unduly hindered. If contact caused by a player in any way restricts the freedom of movement of an opponent, such a contact is a foul.
Freeze	N/A	In the case of simultaneous whistles, the referee who feels he is in the least advantageous position to make the call (usually the referee furthest away from the incident) should remain stationary momentarily (freeze) in order to let his partner move toward the incident and begin administering the situation.
Frontcourt	FC	A team's frontcourt consists of the opponents' basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind the opponents' basket, the sidelines and the inner edge of the centre line nearest to the opponents' basket.
Game Control	GC	A referee is said to be in control of a game when the game is operating smoothly under the rules as intended and, as well as, the rules of sportsmanship being rigidly but fairly enforced. This is different than Game Management.
Game Flow	GF	The speed or tempo at which the game is being played. This is determined by the two contesting teams and the referees should attempt as much as possible not to interrupt this flow.
Game Saver	GS	An important and correct decision made by a referee irrespective to his position or area of responsibility at the end of a game that is crucial to protecting the game's integrity (literally "saves the game"), and if otherwise not made, could create a situation whereby the team that deserves to win the game, may not.
Giving Help	GH	Referee who offers assistance outside his primary and makes a correct call after allowing his partner to make the call in his primary



TERM	ABBR	EXPLANATION
Goal (field goal)	FG	A goal is made when a live ball enters the basket from above and remains within or passes through the basket. The ball is considered to be within the basket when the slightest part of the ball is within and below the level of the ring.
Goaltending	GT	"Goaltending occurs during a shot for a field goal when a player touches the ball while it is completely above the level of the ring and: <ul style="list-style-type: none"> • It is on its downward flight to the basket, or • After it has touched the backboard."
Hand Checking	HC	"Hand Checking / 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."
Held Ball	HB	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.
Holding	HOL	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.
Hooking	HOK	When an offensive player "hooks" or wraps an arm or an elbow around a defensive player in order to prevent the defender from playing legal defence.
Illegal Dribble	IDR	A violation made by the dribbler either carrying the ball or making a double dribble.
Illegal Use of Hands	IUH	Illegally using the hands to impede the progress of an opposition player. Normally this foul is made on a dribbler and entails the defence hacking the arms of the dribbler in an attempt to bat the ball away.
Image of the Referee	IOR	How the referee is perceived by others. For example, if the referee is sloppy looking, the image they create may bias players and coaches to expect they will referee sloppily. A top referee's image is "Strong, Decisive & Approachable".
Individual Officiating Techniques	IOT	The technical aspects of individual refereeing how to referee the play using proper techniques such as Distance & Stationary, Refereeing the Defence, Active Mindset, "Staying with the play", Adjustment to maintain Open Angle, etc.



TERM	ABBR	EXPLANATION
Infraction	N/A	Literally any infraction is a contravention of the rules. e.g. fouls (technical and contact) and violations. However, normally infractions refer to just violations (i.e. three seconds, travelling etc.).
Inside-Out (Angle)	IN-O	This generally refers to the Lead referee who may not be on the edge of the play and instead is looking from the Inside-Out, instead of refereeing at a 45 degree angle with as many players as possible within his field of vision.
Instant Replay System	IRS	Refers to a video replay system what is possible to use in designated play situations. The IRS review will be conducted by the officials. If the call and the decision of the officials is subject to the IRS review, that initial decision must be shown by the officials on the playing court. Following the IRS review the initial decision of the official(s) can be corrected only if the IRS review provides the officials with clear and conclusive visual evidence for the correction.
Interpretation of the Rules	N/A	Good refereeing requires that an official not apply the rules literally (i.e. contact is not allowed), but rather, judge each situation in regards to its effect on the play, i.e. interpreting the rules by their spirit and intention.
Interval (of Play)	IOP	"There shall be an interval of play of 20 minutes before the game is scheduled to begin. There shall be intervals of play of 2 minutes between the first and second period (first half), between the third and fourth period (second half) and before each extra period. There shall be a half-time interval of play of 15 minutes. During an interval of play, all team members entitled to play are considered as players."
Jab (hand-checking)	JAB	To repeatedly touch or 'jab' an opponent with or without the ball is a foul, as it may lead to rough play.
Judgement	N/A	The ability of a referee to look at each situation as it arises and make a decision based on its effect or non-effect on play and to act accordingly.
Jump Ball (Situation)	JB	A jump ball occurs when an official tosses the ball in the centre circle between any 2 opponents at the beginning of the first period. Can also refer to a "jump ball situation."
Last Shot	LS	Refers to the play when team has a new control of the ball and the game clock shows 24.0 seconds or less, meaning it is possible that period will end with that team possession.



TERM	ABBR	EXPLANATION
Lead (Referee)	L	The Lead (2PO/3PO) is the referee who leads the play up the court and whose responsibility includes coverage along the baseline at the attacking end of the court.
Legal Guarding Position	LGP	"A defensive player has established an initial legal guarding position when: <ul style="list-style-type: none"> • He is facing his opponent, and • He has both feet on the floor."
Line Up	N/A	During a foul shot players "line up" on either side of the foul lane.
Live Ball	LB	The ball becomes live when: 1) During the jump ball, the ball leaves the hand(s) of the referee on the toss. 2) During a free throw, the ball is at the disposal of the free-throw shooter. 3) During a throw-in, the ball is at the disposal of the player taking the throw-in.
Loose Ball	LOB	When a live ball is not in possession of a player but is rolling or bouncing on the floor as players from both sides seek to gain control or as in a rebounding situation. Team control does not change until the opposition gains control, meaning for example, a shot clock violation can occur while the ball is loose.
Manufactured (Shot)	MS	Anytime that a player who is not in act of shooting when illegal contact occurs, but after the contact start a AOS movement hoping to have free throws awarded.
Marginal Contact	MC	Although basketball is a non-contact sport it is virtually impossible for players to move around the court without contacting each other. If the contact is seen to affect the play, then a foul should be called. Other contact which has no effect on the play is deemed marginal and can be ignored.
Mechanics	MEC	The technical aspects of refereeing i.e. how referees move, coverage, signals, administration of foul shots, jump ball situations, throw-ins, etc.
Media Time-Out(s)	MTO	The organising body of the competition may decide for itself whether media time- outs shall be applied and, if so, of what duration (e.g. 60, 75, 90 or 100 seconds).
No-Call	NC	Some of the best decisions a referee may make involve in refraining from blowing his whistle, when he judges a potential foul or violation does not contravene the spirit and intent of the rules.



TERM	ABBR	EXPLANATION
Obvious Play	OP	Plays that are clearly visible to most of the participants in the game, including referees, coaches, players and spectators. Referees must be correct in these type of situations 100% of the time with no room for error.
Off the Ball	OFB	Concerns all aspects of play not directly involving the player with the ball and players closely adjacent to them.
Offensive End	N/A	The end of the court to which a team attacks and attempts to score a basket (their front court).
Official Basketball Rules Interpretations (OBRI)	OBRI	A document that FIBA publishes, which includes all official interpretations defined by FIBA.
Official(s)	N/A	The officials shall be a referee and 1 or 2 umpire(s). They shall be assisted by the table officials and by a commissioner, if present.
Officials' Signals	N/A	"The hand signals officials use to communicate their decisions and reporting fouls to the scorer's table. While reporting to the scorer's table referees will verbally support the communication (in international games in the English language)."
Open Angle	OA	Clear view of the action in a referee's primary / secondary coverage area. Never leave an open look.
Opposite Side	OPS	This refers to the side of the playing court which is furthest away from the scorer's table.
Out-of-Bounds	OOB	That area outside of the playing court – radiating out from and including the boundary lines of the court.
Outside-In (Angle)	O-IN	The preferred position of the Lead referee who is standing at a 45 degree angle and has as many players as possible within his field of vision.
Palming (the ball)	PLM	See: carrying the ball.
Pass	N/A	A method of moving the ball by throwing it from one offensive player to another.
Pass-Off	POFF	A situation where a player has started his AOS and a foul is called, but he discontinues his shooting motion and ends up passing to his teammate. This is considered a regular and not AOS foul.
Passive Referee	PAR	The referee who is not administrating free throw or a throw-in, or to not tossing the ball during the jump ball in the start of the game.



TERM	ABBR	EXPLANATION
Patience Whistle	PW	When referee is capable to process the entire play (start/middle/end) before making a call.
Peripheral Vision	PV	To see widely to either side while looking straight ahead.
Personal Foul	PF	A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead.
Phantom Call (Fantasy Call)	FAC	Describes the situation when a referee makes a call for foul and actually there was not even contact on the play (problem with self-discipline / "I don't see, I don't call"). This is different than Marginal Contact that is incorrectly called as a foul (problem with criteria).
Pick	SC	An offensive screen.
Pivot Foot	PFO	When a player is in possession of the ball and is not dribbling they are allowed to rotate around one foot providing that foot remains on the same spot on the floor – thus a pivot foot.
Player	N/A	During playing time, a team member is a player when he is on the playing court and is entitled to play.
Pre-Game Conference	PGC	Before the start of important contests it is necessary for the referees to meet together to familiarise themselves and talk about their working mechanics and preparations for the game.
Pre-Game Routines	N/A	The routine the referees go through prior to the actual commencement of the game. This includes checking the scoresheet, making sure the timer understands the timing regulations of that particular contest, etc.
Preventative Officiating	PRO	Refers to actions by officials who prevent problems from occurring by communicating with players and/or coaches. It can happen during live ball (post, perimeter play) as well as during dead ball.
Primary (Coverage)	PCE	Area of responsibility and actions that referee has to be able to cover always.
Push-Off	PO	When an offensive player 'pushes off' to prevent the defensive player from playing or attempting to play the ball, or to create more space for himself.
Pushing	PU	Pushing is illegal personal contact with any part of the body where a player forcibly moves or attempts to move an opponent with or without the ball.



TERM	ABBR	EXPLANATION
Quick Whistle	QW	When referee is not capable to process the entire play before making a call. Sometimes quick whistles lead to unnecessary calls.
Rebound	RB	On a missed shot, the resultant contest between the two teams to gain possession of the ball is known as rebounding (the ball rebounds off the ring or backboard). Thus, to get a rebound means to secure the ball after a missed shot.
Rectangle	RC	Refers to the frontcourt, which has been divided into 6 parts for the purpose of defining areas of responsibility.
Ref	N/A	Short for referee
Referee	R	Generally, the term used for two/three officials working a game. The crew conducts a Crew Chief and an Umpire (2PO) or two Umpires (3PO).
Refereeing Defence	RD	The priority when refereeing on ball is to focus the attention on the legality of the defensive player while keeping the offensive player with the ball in your field of vision
Regular call	RC	Considered to be normal call by designated referee (no assistance)
Rotation	ROT	This refers to a situation when the movement/location of the ball causes the Lead to initiate a change of position or "rotation" to the ball side in the frontcourt. The trigger for Lead to rotate is when ball moves to Center side (weak side) and stay there. A change in position by Lead affects changes in position by Center (to Trail) and Trail (to Center).
RSBQ	RSBQ	Definition for "Rhythm, Speed, Balance & Quickness" used in NBA. If contact is created between opponents and one of these parameters is affected, it generally means that "freedom of movement" is affected and thus, will normally be a foul.
Scan (the Paint)	SPA	When Lead rotates on the baseline, he needs to scan the paint for illegal off-ball activities or if no players, next action area.
Score	FG	To make a basket or foul shot. It can also refer to the point totals of both teams – as in the score of the game was 50 to 47.



TERM	ABBR	EXPLANATION
Scorer	SR	The scorer shall keep a record of the scoresheet according to the basketball rules.
Scoresheet	SS	The official record of the game details, which is kept throughout the game. The scoresheet records a running tally of the team and individual scores and fouls.
Screening	SC	Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court.
Secondary (Coverage)	SCE	Area of responsibility and actions that referee is able to cover after ensuring that primary coverage is covered.
Self-Evaluation	SEF	The process of evaluation of your own performance.
Selling the Call	STC	Placing emphasis on a call with louder voice and whistle and slightly more demonstrative signals. It should happen only in close calls in order to help the call gain acceptance.
Semi-Circle (No-Charge)	NCSC	The no-charge semi-circle areas are drawn on the playing court for the purpose of designating a specific area for the interpretation of charge/block situations under the basket. The no-charge semi-circle lines are part of the no-charge semi-circle areas.
Shot Clock Operator	SCO	The shot clock operator shall be controlling the shot clock according to the basketball rules.
Shot Clock Violation	SCV	Once a team has gained possession of the live ball on the court it is required to attempt a shot within 24/14 seconds. Not to do so is a violation.
Sidelines	N/A	The boundary line inscribing a side of the playing court area.
Signals	N/A	The official communications as described in the rule book by which the referees explain their decisions to the players and score table.
Signals (communication among the crew)	N/A	Subtle gesturers made by one official to the other to help with game maintenance and teamwork – such as enquiring of the other official if they saw who last touched the ball before it went out of bounds.



TERM	ABBR	EXPLANATION
Special Situations	SPS	In the same stopped-clock period that follows an infraction, special situations may arise when additional foul(s) are committed.
Spirit and Intent of the Rules	N/A	The rules were not written to be interpreted literally, but rather, to stop players from gaining an advantage by using illegal methods. Thus, not all contact is a foul - only contact which causes a player to be disadvantaged by the initiator of that contact. Thus, each incident needs to be judged by the effect it has on the game and not in complete isolation. A flexible interpretation of the rules is what is necessary; calling the game by the "spirit and intent" of the rules.
Starting Five	SF	The coach shall indicate at least 10 minutes before the game the 5 players who are to start the game.
Stay with the Play	SWP	Refers to IOT that referee will not take his eyes and concentration off the play before it has ended.
Strong Side (Refereeing/3PO)	SSR	Side of the court where the Lead & Trail referees are located (3PO).
Substitution Opportunity	SUBO	<p>"A substitution opportunity begins when:</p> <ul style="list-style-type: none"> • For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table. • For both teams, the ball becomes dead following a successful last or only free throw. • For the non-scoring team, a field goal is scored when the game clock shows 2:00 minutes or less in the fourth period and in each extra period. <p>A substitution opportunity ends when the ball is at the disposal of a player for a throw-in or a first or only free throw."</p>
Substitution/Substitute	SUB	During playing time, a team member is a substitute when he is not on the playing court but he is entitled to play.
Switching (referees)	SW	Refers to switching the positions (roles) of the Lead, Trail and Center after reporting the foul to Score Table. The switch normally involves the calling official moving to a new position on the court.
Table Officials	TBO	The table officials shall be a scorer, an assistant scorer, a timer and a shot clock operator.



TERM	ABBR	EXPLANATION
Tap	N/A	A tap is when the ball is directed with the hand(s) towards the opponents' basket.
Team / Team Member	TM	"Each team shall consist of: <ul style="list-style-type: none"> • 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."
Team Bench Areas	TBA	The team bench areas shall be marked outside the playing court limited by 2 lines. There must be 14 seats available in the team bench area for the team bench personnel which consists of the coaches, the assistant coaches, the substitutes, the excluded players and the team followers. Any other persons shall be at least 2 m behind the team bench.
Team Control (Ball)	TC	"Team control starts when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at his disposal. Team control continues when: <ol style="list-style-type: none"> 1) A player of that team is in control of a live ball. 2) The ball is being passed between team-mates. Team control ends when: <ol style="list-style-type: none"> 1) An opponent gains control. 2) The ball becomes dead. 3) The ball has left the player's hand(s) on a shot for a field goal or for a free throw."
Team Control Foul	TCF	An offensive foul. A foul made by a player whose team is in control of the ball at the time.
Team Foul(s)	TFO	A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player. A team is in the team foul penalty situation when it has committed 4 team fouls in a period
Teamwork	N/A	The smooth functioning of the referee team to provide proper coverage and control to a game.
Technical Foul	TF	A foul called on a player, coach or a substitute or team follower on the bench for unsportsmanlike conduct that involves no contact.



TERM	ABBR	EXPLANATION
Tempo	N/A	The speed at which the game is being played: are teams both running up and down the court, fast-breaking and making a lot of mistakes; or, are the teams playing in a deliberate manner in order to make full use of the ball and the shot clock, etc.
Three (3) Person Officiating	3PO	An officiating concept where three officials are working in the game. The terms for the 3 officials are Crew Chief, Umpire 1 (U1) and Umpire 2 (U2), and all officials are working during the game in Lead, Trail & Center positions.
Three (3) seconds	3S	A player shall not remain in the opponents' restricted area for more than 3 consecutive seconds while his team is in control of a live ball in the frontcourt and the game clock is running.
Throw-in	T-IN	A throw-in occurs when the ball is passed into the playing court by the out-of- bounds player taking the throw-in.
Time & Distance (Basketball)	T&D	When guarding a player who does not control the ball, the elements of time and distance shall apply. A defensive player cannot take a position so near and/or so quickly in the path of a moving opponent that the latter does not have sufficient time or distance either to stop or change his direction. The distance is directly proportional to the speed of the opponent, but never less than 1 normal step.
Time-Out (Officials)	RTO	Referees may also call an official time-out when a player has been injured or if they wish to confer with each other, a player, the scorer's table, or team bench.
Time-Out (Team)	TO	A time-out is a one minute break in play where the coach may address their team. Teams may call two time-outs at any time in the first half, three during the second half and 1 per each overtime period.
Time-Out Opportunity	TOO	<p>"A time-out opportunity begins when:</p> <ul style="list-style-type: none"> • For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table. • For both teams, the ball becomes dead following a successful last or only free throw. • For the non-scoring team, a field goal is scored. <p>A time-out opportunity ends when the ball is at the disposal of a player for a throw- in or for a first or only free throw."</p>



TERM	ABBR	EXPLANATION
Timer	TR	The timer shall measure playing time, time-outs and an interval of play according the Rules of Basketball.
Trail (Referee)	T	Under the dual referee system one official always leads the play down to the end of the court and the other official remains close to by slightly behind the play in order to maintain the sandwich principle. It is always the trail official's responsibility to detect basket interference and to notice whether a shot has gone in or not.
Travelling Violations	TV	When a player with the ball lifts or moves his pivot foot from its spot on the floor before releasing the ball from his hands for a dribble, or takes too many steps after picking up the ball when stopping, passing or shooting. It is not possible to travel while dribbling the ball. During a dribble, there is no limit to the number of steps a player may take when the ball is not in contact with his hands.
Triple Whistle	3W	When three referees simultaneously blow their whistles on a same play.
Turnover	TOR	When the offensive team loses possession of the ball other than from a missed or made shot; i.e. an interception, violation or offensive foul.
Two (2) Person Officiating	2PO	A officiating concept where two officials are working in the game. The officials are Crew Chief and Umpire and they are working during the game in Lead and Trail position.
Umpire	U (U1, U2)	Under 2PO, one official is designated the referee and the other the umpire. The umpire is normally the younger and/or less experienced of the two officials. The umpire's duties and prerogatives are the same as the crew chief's with the exceptions noted under the Crew Chief heading in this glossary. Under 3PO, there is a Crew Chief and two umpires (U1 & U2).
Unsportsmanlike Conduct (Behaviour)	UC	To be unsportsmanlike is to act in a manner unbecoming a fair, ethical, honourable individual. It consists of acts of deceit such as knowingly accepting a foul shot that should be taken by a team-mate; disrespect, such as making debasing or critical remarks about or to an official or an opponent; vulgarity - such as the use of profanity whether or not directed at someone. The penalty for unsportsmanlike conduct by a player on the court, coach or team member/follower is a technical foul.



TERM	ABBR	EXPLANATION
Unsportsmanlike Foul	UF	<ul style="list-style-type: none"> • Not a legitimate attempt to directly play the ball within the spirit and intent of the rules. (C1) • Excessive, hard contact caused by a player in an effort to play the ball. (C2) • An unnecessary contact cause by defensive player in order to stop the progress of the offensive team in action. (C3) • Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket. (C4) • Contact by the defensive player on an opponent on the court during the last 2 minutes in the fourth period and in each extra period, when the ball is out-of- bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in. (C5)
Violation	N/A	A violation is an infraction of the rules. Penalty: The ball shall be awarded to the opponents for a throw-in at the place nearest to the infraction, except directly behind the backboard, unless otherwise stated in the rules.
Warning	WAR	It refers to any situation when the officials determinate that a head coach or player should be warned for an incorrect conduct: normally behaviour or fake/flop.
Weak Side (Refereeing)	WSR	Side of the court where the Center referee is located (in 3PO).
Wiping the Basket	N/A	Cancelling the score.
Working Area	WA	Area in which a referee in any given position normally operates.



MODULE R2 INDIVIDUAL OFFICIATING TECHNIQUES (IOT) - BASICS

- R2.0. INTRODUCTION
- R2.1. DISTANCE & STATIONARY
- R2.2. REFEREEING THE DEFENCE
- R2.3. STAY WITH THE PLAY
- R2.4. POSITIONING, OPEN ANGLE (45°) AND ADJUSTMENTS
- R2.5. MAKING A CALL, DECISION MAKING AND COMMUNICATION
- R2.6. SIGNALS & REPORTING
- R2.7. JUMP BALL / ACTIVE REFEREE (TOSSING THE BALL)
- R2.8. JUMP BALL / NON-ACTIVE REFEREE(S)
- R2.9. THROW-IN ADMINISTRATION (GENERAL & FRONTCOURT ENDLINE)
- R2.10. CONTROL OF THE GAME AND SHOT CLOCK



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R2.0. INTRODUCTION

Individual Officiating Techniques (IOT) is the most important foundation for either 2 Person Officiating (2PO) or 3 Person Officiating (3PO). It is evident that in the past 15 years there has been a heavy focus on 3PO (namely for the mechanical movements of the referees on the floor). This has led to a lack of knowledge in how to actually referee individual play phases in the game – this being the fundamental skills that referees need to possess in order to process and facilitate the correct decision. These are inherent skills of IOT and are similarly relevant to both 2PO and 3PO.

In analysing play phases and calling the game, some basic principles are necessary to follow:

- a) Have proper distance from the play – keeping an open angle and remaining stationary. Do not move too close to the play and narrow your field of vision - (Distance & Stationary)
- b) Referee the defence
- c) Always look for illegal actions to call (Active mind-set).
- d) Have the key players (1on1) or as many players as possible in your field of vision in order to see any illegal action (45° and Open angle)
- e) Understand when the play has ended so you can move to the next play –mentally / physically (Stay with the play until it is over).

The lack of adhering to the above mentioned principles are the main reasons for wrong decisions being made on the floor. Simple as that!

When referees are able to have proper primary coverage for all obvious plays, it will substantially increase the quality of refereeing. These obvious plays, if missed, are the determining factors in peoples' mind as to what constitutes an acceptable level of officiating.



“Primary Coverage in Obvious Plays”

R2.1. DISTANCE & STATIONARY

Target:

To identify and understand the key points and impact of maintaining a proper distance from the play and being stationary when refereeing competitive match ups.

Many referees have the tendency to think that moving up and down the court and being very close to the play helps them to make correct decisions.

Therefore, we need to understand and focus on these two main issues:

1. **Distance** - When refereeing the play, it is important to maintain an appropriate distance from the play, without getting too close. The referee can lose perspective, as all movements appear to look faster. Imagine yourself watching the game from the upper deck of the stand and you will see



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that the players' movements look slower than at the court level. They only appear to look that way, but obviously they are not.

2. **Stationary** - Often referees that are engaged with the play are not conscious as to whether they are moving or not when the action starts. It is common sense that if we want to focus on something it is best to do so whilst stationary. These same two principles apply to refereeing.

If a referee has the proper distance from the play (3-6 meters):

- The possibility of an "emotional call" or reaction decreases.
- He can maintain a perspective as movements look slower
- He can maintain a wide angle, which increases the possibility of seeing more players in the field of vision.
- He is able to see the big picture (next plays to follow, control the clocks, identify where partners)

If a referee is stationary when he is making a judgment:

- His eyes are **not bouncing** and **concentration increases**
- A Correct decision is more likely** as focus and concentration increases

It is important that a referee **must move** to be in the **right position** to see the gap (this is different than position adjustment); and must do so as quickly as possible. Stop, Observe and Decide.

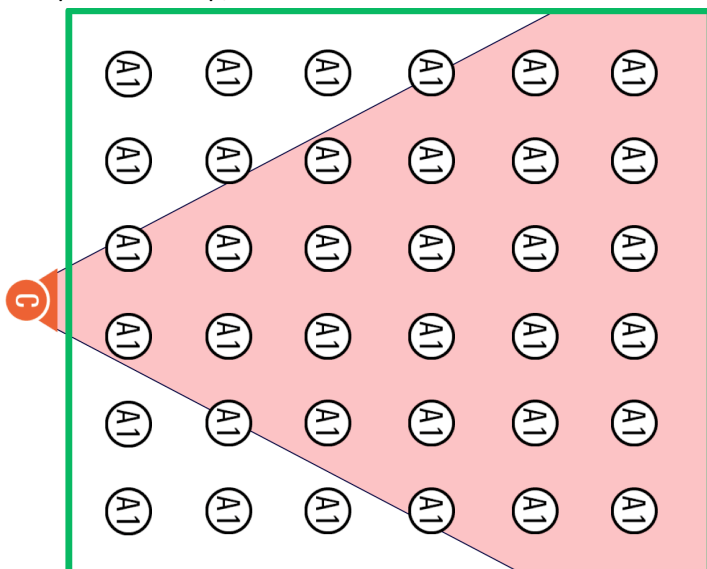


Diagram R1:

Proper distance creates wider angle and the referee is able to have more player in his field of vision at the same time. Example in the first row 2 players, second row 3 players, third row 4 players, etc. Totally 26 players out of 36 (72%).



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R2.2. REFEREEING THE DEFENCE

Target: To identify the primary focus when analysing a 1 on 1 play.

The concept of refereeing the defence is one of the corner stones for accurate basketball refereeing. Essentially, it means that the priority of the referee in an on ball competitive match-up is to focus the attention on the illegality of the defensive player whilst keeping the offensive ball handler in your field of vision. The referee is required to get into a position that allows them to clearly see the defensive player.

Note: We are not refereeing the space between the players, we are refereeing the defence itself - but you need to have a position where you see the space between players in order to referee the defence.

*When refereeing on ball focus your attention
on the illegality of the defensive player!*

R2.3. STAY WITH THE PLAY

Target:

To understand how to increase quality control in play situations.

On occasions, referees miss an obvious foul. Unfortunately, it often looks like the only persons in the arena who missed the obvious foul were the two or three persons on the court who have the whistle. The key to correctly calling these obvious plays is by adopting a professional discipline – that is to be patient and careful every time you referee the play. It is expected referees will “stay with the play until the end of action” (that is keeping your eyes and attention on the play until it has ended).

Practically, referees need to implement strategies:

- a) mentally focussing on the defender until the play has come to its end e.g. shooter has landed, in penetration defender has landed.
- b) physically do not start to move. Trail / Center stepping backwards on the shot – has the potential for the referee to mentally release the play before ball has entered the basket or the defensive team has gained control of the rebound.



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R2.4. POSITIONING, OPEN ANGLE (45°) AND ADJUSTMENTS

Target:

To understand the impact and technique of maximising the number of the players within your field of vision at all times.

It has been stated that referees must always look for illegal actions (something to call). Logically, if a referee has more players in his field of vision, the chances of seeing illegal actions dramatically increase. Namely, those referees who have positioned themselves on the court with proper distance and a wide open angle, are more likely to have a higher level of accuracy thus leading to a higher standard of performance.

Analysis proves that the concept of maintaining an open angle is not necessarily well understood by referees. Often referees who have established an open angle, unnecessarily move again, losing the open angle and becoming straight lined on the play.

A second key principle is to have both Lead (L) and Trail (T) on the same side of the play (players and ball). This way referees are able to maintain as many players as possible in the field of vision. As a result, it is important for Lead to move on the baseline with ball (mirroring the ball) and for Trail to always be behind the play (between the last player and basket in the backcourt). The following diagram demonstrates the advantage of being at the “edge of the play” and having a 45° angle).

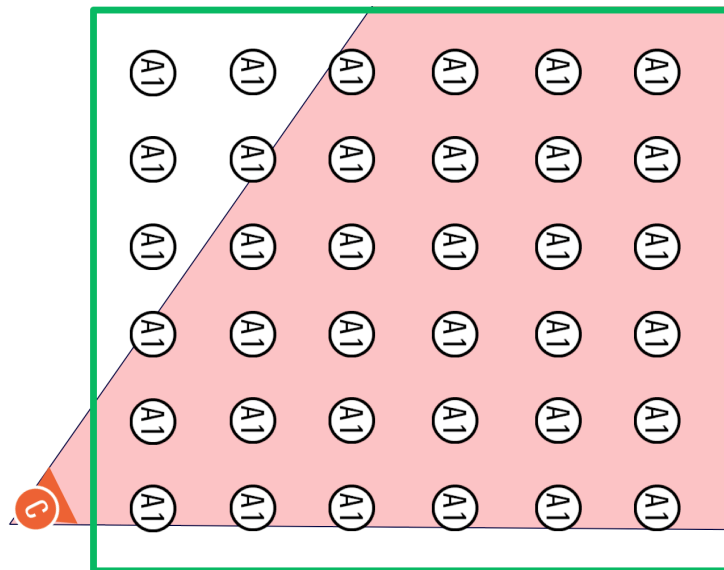


Diagram R2:

It is important to find a position and angle on the court where the referee is able to observe as many players as possible. If you compare the number of the players covered with Diagram 2, you will find that with 45° and an “edge of the play” adjustment, a total of 32 players out of 36 (89%) are covered at the same time.



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The principles for positioning and open angle 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
- e) Go where ever you need to go to be in the position to referee the play (different to the Working Area)
- 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).

R2.5. MAKING A CALL, DECISION MAKING AND COMMUNICATION

Target:

To know how to make the call and being able to immediately communicate the decision verbally and with standard hand signals.

Sometimes we underestimate the value of simple basic techniques in creating the solid foundations of successful basketball officiating at the top level.

When blowing the pea-less whistle it is important to have enough air (force) in a short period to enter into whistle. This creates the strong decisive sound. Given the need to communicate verbally the decision after making the call, it is imperative we retain some air in our lungs.

Therefore following key points are important:

1. Technique how to blow the whistle – strong short blow (“spit”) into the whistle - one time.
2. Release the whistle out of the mouth after making a call.
3. Indicating the relevant signals for the decision.
4. Support your decision verbally “Foul blue 5, offensive foul; Travelling etc...”
5. Less is more – remember less and once you indicate/state something, the power of the message is stronger (practice the key words and how to articulate them clearly).

R2.6. SIGNALS & REPORTING

Target:

To identify the different phases and techniques of having strong and decisive signals as part of court presence.



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Referees should use only the official signals defined in the FIBA Basketball Rules. It is a professional sign and attitude to use only the official signals. Personal habits and preferences only demonstrate a lack of understanding and professional attitude.

When communicating decisions with signals it is good to remember that the use of signals creates a strong perception among the people who are watching the referees. It is one piece in the overall package of providing a trusted and accepted refereeing image. Often we think that there is no need to practise the official signals at all, but it is highly necessary.

A checklist for successful use of the signals:

1. Use official and authorized FIBA signals
2. Rhythm
 - a) Each signal has a start and a stop
 - b) When finishing the signal, freeze it and count "one-two" in your mind
3. Strong, Sharp, Visible and Decisive signals (practice this in front of the mirror)
4. Use both hands for direction, depending which shoulder is in the front.
5. Treat each team, player and play with the same standard (no histrionics)
6. Remember less is more (no repetition, one clear and strong signal)
7. Verbally support the signal at all times.

A checklist for successful reporting to the scorers' table:

1. Run to a spot where you have visual contact with the table
2. Stop, both feet side by side on the floor and breathe (body balance – shoulder level)
3. Rhythm (start - stop - "one - two" / start - stop - "one - two" / start - stop - "one - two")
4. Identify: Number, nature of foul and penalty (throw-in or free throws)
5. 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.

R2.7. JUMP BALL / ACTIVE REFEREE (TOSSING THE BALL)

Target:

To identify the different phases and correct techniques during the ball toss.



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Jump-ball situations are exciting, but unfortunately sometimes the administering referee is unable to toss the ball properly. Analysis indicates that 50% of the violations during the jump-ball are caused by a poor toss by the referee. 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.

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) It is more 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 administering the toss.

R2.8. JUMP BALL / NON-ACTIVE REFEREE(S)

Target:

To identify the different tasks and techniques for non-administrating (passive) referees during the ball toss.

The non-administrating referee(s) have only very limited duties during the jump-ball situations. Even so, from time to time we still witness obvious violations or administering error(s) that are not officiated properly. A possible reason is that the non-active referee(s) is not ready to react to any illegal actions by the players or administering errors by their partner. The active mind-set is the key for appropriate coverage. The non-active referee(s) should remind themselves (self talking) to identify illegal actions and the proper procedures that follow in case they take place.

A checklist for a successful coverage by non-active referee(s):

- 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 front court, close to the mid court line.



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R2.9. THROW-IN ADMINISTRATION (GENERAL & FRONT COURT ENDLINE)

Target:

To identify the standard phases and correct administration procedure for all throw-in situations.

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 than can occur with a throw-in action.

Check list for the general throw-in procedure as an administering referee:

1. Always designate the throw-in spot
2. Use preventative officiating eg. "on the spot", "stay" or "don't move"
3. Take and maintain distance from the play
4. Put the whistle in your mouth while holding ball
5. Bounce the ball to the player
6. Start the visual count
7. Observe the throw-in and action surrounding.
8. Use the start clock signal.

Note:

When a throw-in is taken on the end line in the frontcourt, the active official will **blow the whistle before placing the ball at the player's disposal for the throw-in.**

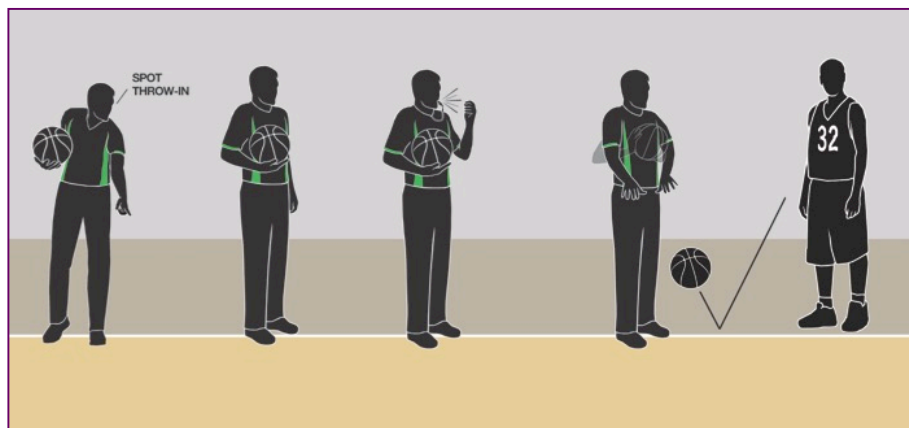


Diagram R3:

The different phases of the correct throw-in procedure for the administering referee.



R2.10. CONTROL OF THE GAME AND SHOT CLOCK


Target:






- Identify the correct techniques of how to control the game & shot clock.
- Identify the most common play situation where a possible error might occur.
- Identify the correct procedure and methods of how to re-set the game or shot clock.

The control of the game & shot clock by referees has become a standard routine nowadays. Five years ago it was practically inexistent or at the least very rare. It has been previously questioned as to how a referee is able to control the clocks almost all the time and still focus fully on play situations. The secret is in the correct technique and appropriate timing. This combined with thousands of repetitive actions (practise) will ensure it becomes automatic skill (developed and maintained in your muscle memory). The basic element being that game clock will be controlled every time there is new team control.

Note: These techniques work when timing displays are visible to the referees.

Phase 1	Learn to control game clock
Game clock - when it should be started	<p><u>Starting the game clock when:</u></p> <ul style="list-style-type: none"> A. During a jump ball, the ball is legally tapped by a jumper. B. After an unsuccessful last or only free throw and the ball continues to be live, the ball touches or is touched by a player on the playing court. C. During a throw-in, the ball touches or is legally touched by a player on the playing court.
Game clock -when it should be stopped	<p><u>Stopping the game clock when:</u></p> <ul style="list-style-type: none"> A. Time expires at the end of playing time for a period, if not stopped automatically by the game clock itself. B. An official blows his whistle while the ball is live. C. A field goal is scored against a team which has requested a time-out. D. A field goal is scored when the game clock shows 2:00 minutes or less in the fourth period and in each extra period. E. The shot clock signal sounds while a team is in control of the ball.

Phase 2		Learn to control game clock whenever there is a new team possession	
Team establishes a new team control possession (new shot clock period)	Pick up the game clock:		
	<p>A. Pick up the last two digits of the game clock.</p> <p>B. Example: 6:26 -> pick up the 26.</p> <p>C. Whenever you have to correct the shot clock, you know the game clock time and when the shot clock period started.</p> <p>D. Example: 6:26 - new team possession -> ball goes out of bounds and shot clock is re-set by mistake. When the game clock shows 6:10 the Referee can determine the shot clock with some basic mathematics: 26 – 10 = 16 (therefore 16 seconds has elapsed). The new correct shot clock time is 8 seconds.</p> <p>E.</p>		
Most common situations when errors occur with timing.	<p>A. Jump ball - legally tap (start game clock) and first possession (shot clock)</p> <p>B. Out of bound play (stop game clock)</p> <p>C. Throw-in (start game clock)</p> <p>D. Rebound play - new possession (shot clock)</p> <p>E. Saving ball from out of bounds play (if new control or not – shot clock)</p> <p>F. “Loose ball” but not a change of team control (re-set clock by mistake)</p>		

Phase 3	Learn to control game and shot clock in the end of period	
<p>New team control and 24.0 seconds or less on the game clock.</p>	<p>When you have 24.0 seconds or less on the game and there is a new team control</p> <ol style="list-style-type: none"> One of the referees indicates this by showing one finger. The other referee(s) will copy the signal (mirroring). This means: it is possible that the period will end during this team's control. All referees should get ready to pay close attention to the game clock in order to determine in a last moment shot situation whether the shot has been taken in time – A valid basket or not (cancelled basket). 	
<p>Procedure when signal sounds / LED lights appear for the end of the period.</p>	<ol style="list-style-type: none"> Referee blows the whistle immediately and raises his hand. 	
	<ol style="list-style-type: none"> If the basket is valid (ball is released before the signal sounds / LED lights appear), the referee keeps the hand up and when ball goes into the basket shows the basket count signal (2/3 points). 	 
	<ol style="list-style-type: none"> If the basket is to be cancelled (ball is still in the hand of the shooter when the signal sounds / LED lights appear), the referee indicates immediately the "cancel basket" signal. 	 



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MODULE R3 3 PERSON OFFICIATING (3PO) - BASICS

- R3.0. INTRODUCTION**
- R3.1. COURT POSITIONS**
- R3.2. JUMP BALL & START OF PERIODS**
- R3.3. COURT COVERAGE / FRONTCOURT**
- R3.4. ROTATION**
- R3.5. LEAD POSITION & TRANSITION**
- R3.6. TRAIL POSITION & TRANSITION**
- R3.7. CENTRE POSITION & TRANSITION**
- R3.8. FAST BREAK**
- R3.9. OUT-OF-BOUNDS & THROW-INS**
- R3.10. SHOT COVERAGE (GENERAL & 3 POINTS ATTEMPTS)**
- R3.11. REBOUNDING COVERAGE**
- R3.12. REPORTING FOULS & SWITCHING**
- R3.13. LAST SHOT**



R3.0. INTRODUCTION

Three officials are the best way to have a game officiated. If it were not, the NBA, WNBA, NCAA, FIBA and all of the top leagues in the world would not use this system. In modern basketball, the game is spread all over the court and multiple actions take place simultaneously. 3PO is a great tool to implement correct IOT principles and to provide more time to actually process the play analytically (start-middle-end of the play) before making a decision. The analyses show that correct “no calls” are higher with 3PO than 2PO, and first illegal actions are called rather than reactions. These both actually decrease the number of calls and allow for a more dynamic game.

The key to successful 3PO is one simple word: trust. You must trust your partners. Only then can you concentrate on your primary area of coverage, and not have to worry about what is going on in your partner’s area. Ideally, all three referees should have one primary in 3PO and there should be no need to referee any secondary coverage.

At the top level of officiating, 3PO is seamless teamwork where all three officials are individually refereeing where the others cannot, each covering part of the court, or at the advanced level, covering a different part of the very same play. However, before progressing to an advanced level, it is important to have a solid knowledge and understanding of 3PO basics.

The biggest challenge amongst the referee instructors is the instructors do not always have experience officiating 3PO on the floor. It is the same as teaching how to drive a car, but without actual driving experience, and only with theoretical knowledge.

R3.1. COURT POSITIONS

Target: Understand the basic court positions of Trail, Lead and Centre in 3PO, and positions before the game and during the time-outs.

Let’s start with some key terms regarding the court positions.

TERM	EXPLANATION
Strong side – refereeing (SSR)	Side of the court where the Lead & Trail referees are located (in 3PO).
Weak side – refereeing (WSR)	Side of the court where the Centre referee is located (in 3PO).
Ball-side (BS)	This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the "ball-side".



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Opposite side (OPS)	This refers to the side of the playing court which is furthest away from the scorer's table.
Trail (T)	The Trail official is the official who is positioned approximately at the edge of the team bench area nearer to the centre line and on the same side as the L (always strong side).
Lead (L)	The Lead official is the official who is positioned at the endline. The Lead should be always on the ball-side as much of possible (strong side).
Centre (C)	The Centre official is the official who is positioned on the opposite side of the frontcourt from the L (usually opposite ball-side) at the free-throw line extended (set-up position). Depending on the location of the ball, C may be on either side of the frontcourt.

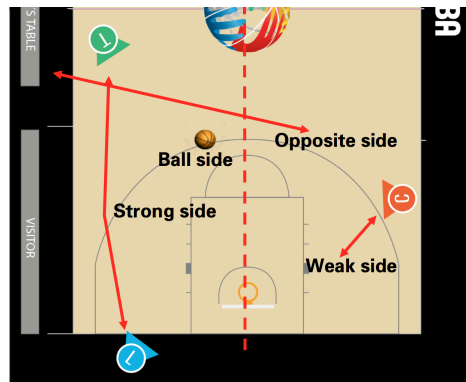


Diagram R4: Trail, Lead, Centre, Strong-side, Weak side, Ball-side and Opposite side.

The standard positioning before the game and during the half-time is described in Diagram 5.

If the referees are warming-up properly, one referee observes the court while the other two warm-up on the outside of the sideline (Diagram 6). The referees should rotate into different positions in order to have a proper warm-up and to observe the teams.



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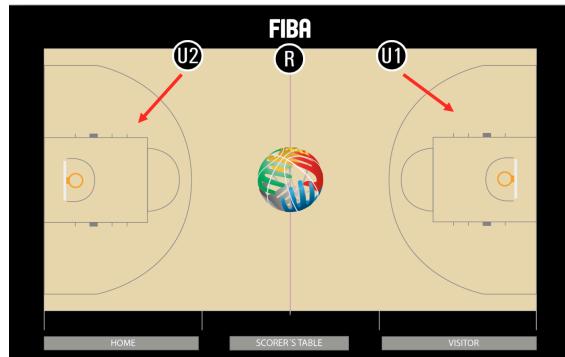


Diagram R5 (standard pre-game position)

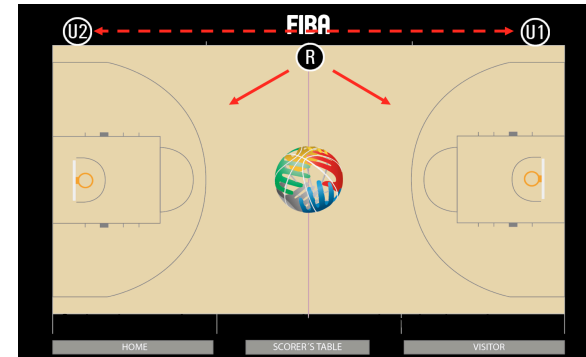


Diagram R6 (optional pre-game position when two referees can warm-up all the time)

The officials positioning during the time-outs:

Referees have three standard positions during the time-outs (always on the opposite side). They can select any of the three positions they feel are the most appropriate (Note: leave the ball on the court where the game will be resumed).

When a time-out has 20 seconds remaining, two referees will move close to the team bench areas in order to be ready to activate the teams to return back to the court when the 50 seconds warning signal sounds.



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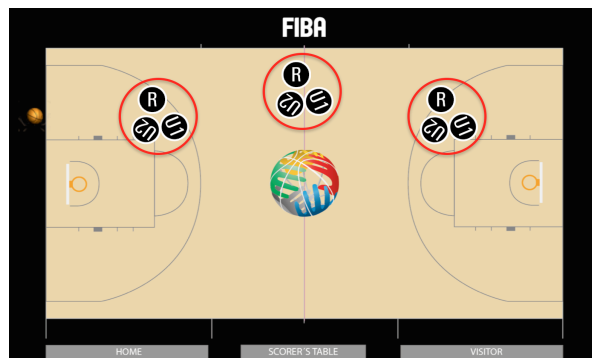


Diagram R7: The three standard time-out positions, always in the opposite side.

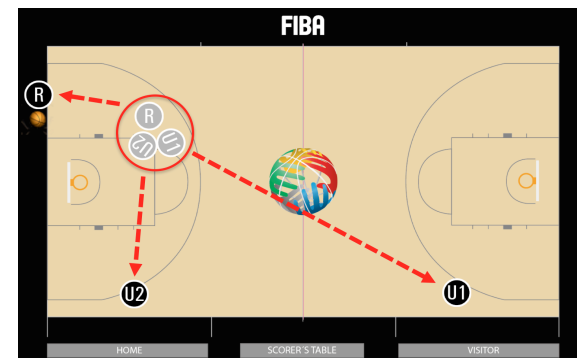


Diagram R8: When 20 seconds remaining of the time-out, two referees move close to the team bench areas.



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R3.2. JUMP BALL & START OF THE PERIODS

Target: To identify and understand the procedures during the opening jump ball and start of the periods.

The position of the referees during the opening jump-ball:

1. The Crew Chief (R) is responsible for tossing the jump ball from a position facing the scorer's table.
2. The umpires take positions on the opposite sidelines. U1 is table-side close to midcourt line and U2 is opposite side even with the edge of the team bench area.
3. U1 responsibilities:
 - a) Calling for a re-jump on a poor toss or a jumper violation.
 - b) Giving the time-in signal to start the game clock when ball is legally tapped.
4. U2 responsibility: observing the eight (8) non-jumpers for possible violations and fouls.

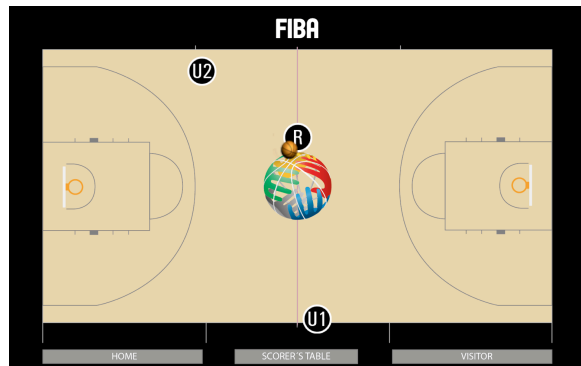


Diagram R9: The Crew Chief administer the toss and U1 is located close to midcourt line to observe possible poor toss and violations by jumpers, U2 is located opposite site observing the possible violations by non-jumpers



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Jump ball – play goes to Referee's left

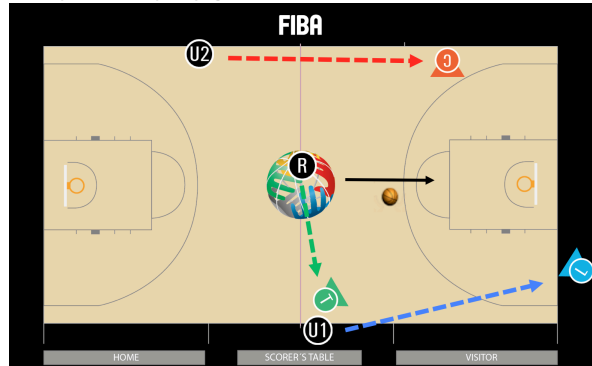


Diagram R10: 1) U1 becomes L, 2) U2 becomes C, 3) The Crew Chief (R) moves to the sideline where was U1 and become T

Jump ball – play goes to Referee's right

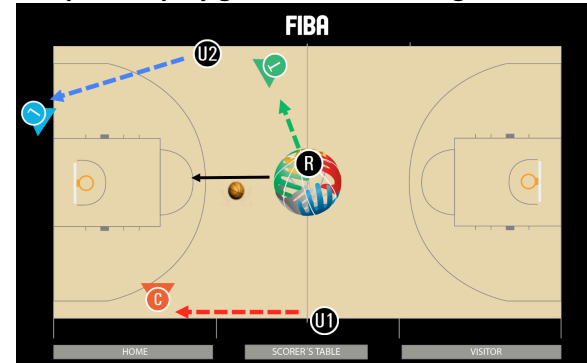


Diagram R11: 1) U2 becomes L, 2) U1 becomes C, 3) The Crew Chief (R) moves to the sideline where was U2 and become T

Start of the period:

The positioning of the referees is 1) The Crew Chief (R) administers the throw-in at midcourt and becomes T 2) U1/U2 position themselves in L position opposite-side and in C position table-side.

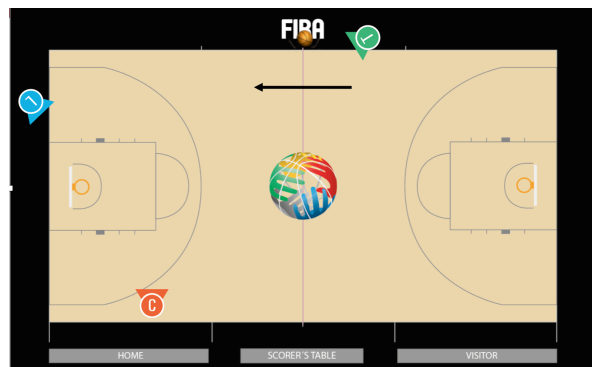


Diagram R12: The Crew Chief will always be the administering official for the throw-in opposite-side to start the periods. U1 and U2 will place themselves either in L or C position.



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R3.3. COURT COVERAGE

Target: To identify and understand the basic coverage in the frontcourt.

When 3PO works optimally with experienced, professional referees, they will only need to officiate in their own primaries. If all 3 referees cover their primaries, there is in theory no need for any secondary coverage. The basic principle is that a referee should have an open look on the play, and should be in position to referee where his partner is unable to observe.

In the diagrams below, the Lead has the smallest area of coverage by size, but the analyses clearly indicate that the Lead still makes about 50-60% of all foul calls in the game. This is the result of the so called “action area” (also known as “bus-station”) which is the post on the ball-side. In the other words, most of the plays end up in the action area and if Lead is on ball-side, as they should be, they have the best angle to cover any play in the action area. This why it is critical to always have two referees (T&L = strong-side) on the ball-side.

Naturally, the game is dynamic but coverage areas in theory are static. This is why there are two different descriptions of the coverage areas: Principle (static – diagrams 13&14) and Functional (dynamic - diagrams 15&16) which will have naturally overlapping or dual coverage in the same primary.

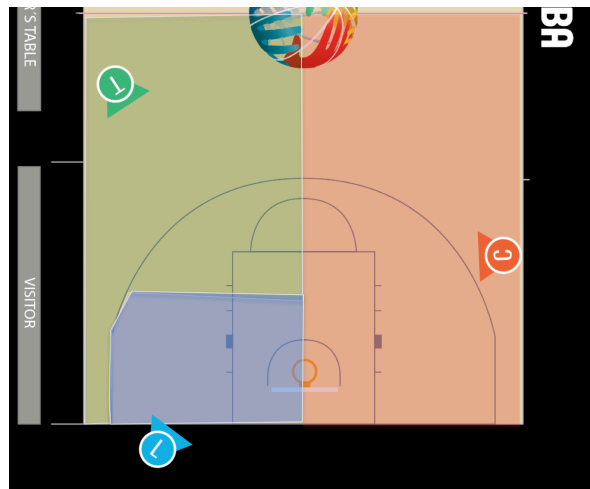


Diagram R13: Court coverage in principle by all T, L and C when the L is located on the table-side.

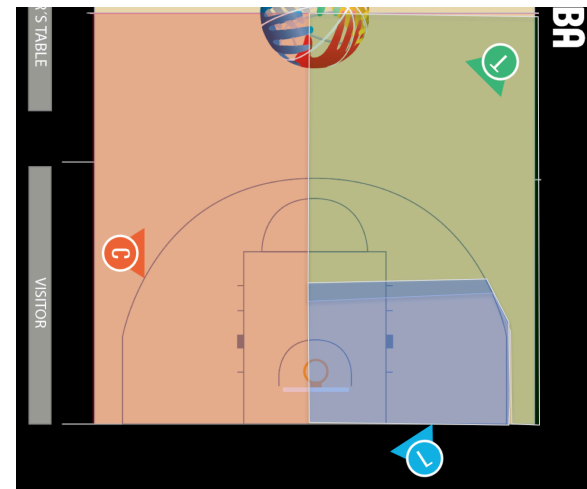


Diagram R14: Court coverage in principle by all T, L and C when the L is located on opposite-side.



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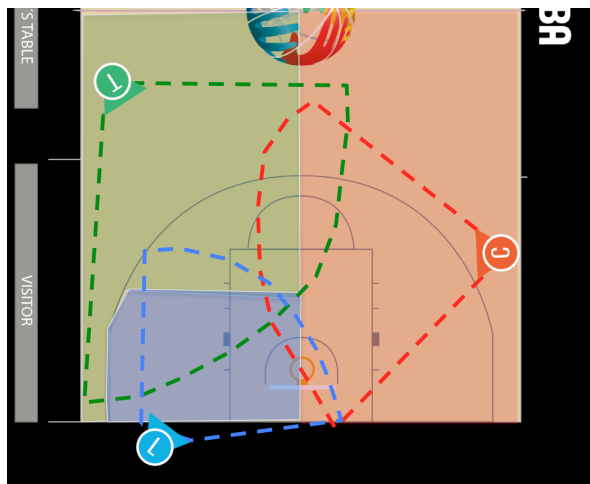


Diagram R15: The functional court coverage by all T, L and C when the L is located on the table-side.

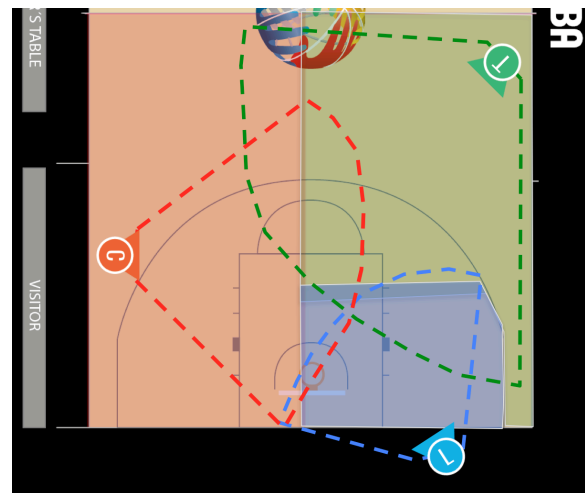


Diagram R16: The functional court coverage by all T, L and C when the L is located on opposite-side.

R3.4. ROTATION

Target: To identify the need, time and proper techniques of rotation.

The successful outcome of 3PO depends on how many of the play situations involving the ball are covered by the strong side officials (L & T). For that reason, 3PO has rotational movement that allows the Lead to change his position (rotate) on the endline to the other side of the court.

Lead always initiates and dictates the rotation. It is very important that Lead is always looking for reasons to rotate (not reasons not to rotate). This active mind-set keeps 3PO coverage active in the frontcourt ensuring two referees are on ball side as much as possible. While it may appear to those who do not have experience with 3PO that the referees are just moving in rotation and that it is not important how the rotation is executed, it should be understood there is a specific technique in each position during the rotation. L, T & C must constantly be aware of when & how to rotate, and when to switch their area of coverage.

The keys to the successful technique of a proper rotation, especially by L who initiates it, are (1) proper distance to rotate (close down), (2) proper timing to rotate (when ball moves to the weak side), and (3) proper technique (assess, move sharply, no hesitation).



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When analysing the games, we have found in some games there have been more play situations that have ended up with a drive or a shot from the weak side rather than from the strong side, meaning that only one referee (C) has ball coverage. This is contrary to the philosophy and meaning of 3PO.

When analysing the rotations at the advanced level, we should always consider whether a rotation was possible in the case of a weak side shot and/or drive. If the answer is yes, then there is room to improve.

Rotation in summary:

1. Ball moves to the middle of the court -> Lead closes down
2. Ball moves to the weak side -> A) Lead rotates to the weak side and B) Trail rotates to the new Centre position.
3. Lead has completed the rotation and is ready to referee the play -> Centre rotates to the new Trail position. Rotation is completed.
4. When there is a quick shot or a drive from the weak side, there should be no rotation initiated by Lead (see Pause).
5. When Lead is rotating, he walks sharply (never run). This allows him to abort the rotation in the case of a quick shot or drive from the weak side, or a change in the direction of the play.

Rotation has 4 different phases:

1. **Phase 1: Close Down** When the ball is in the middle of the court (rectangle 2), Lead should move to the close down position in order to be ready to rotate when the ball moves to the weak side.

If ball returns back to the strong side, Lead will kick out to the normal set-up position.

Note: Close down position is not the position to referee the play. If there is a drive to the basket or a shot, Lead in close down position should move out in order to have proper distance and angle for the play.



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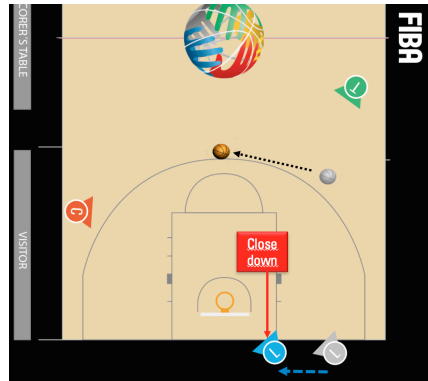


Diagram R17: Ball moves and remains at rectangle 2 – Lead moves to close down position.

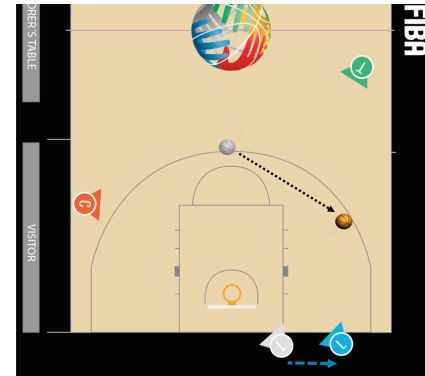


Diagram R18: If ball moves back to the strong side – Lead moves back to his initial position.

2. **Phase 2: Rotation by Lead & Trail** When the ball moves to the weak side, Lead starts the rotation as soon as possible. At the same time, Trail moves into the new Centre position.
 - a) **Phase 2a: Rotation by Lead – Pause** When the ball has arrived to the weak side, the Lead should analyse if there is a chance for a quick shot or a drive from the weak side. This one second (“one breath”) delay is called Pause. If a player with the ball takes a shot or drives to the basket, there will be no rotation and the Centre needs to cover the play on the weak side. Why – the principles of distance & stationary refereeing an individual play still need to be respected (above all).
 - b) **Phase 2b: Rotation by Lead – Scan the Paint** When Lead rotates he should walk straight and sharply, while actively refereeing all the time. If there are players in the paint, they are Lead’s primary and if not, Lead looks for the next active matchup(s) or players that might arrive to the action area (bus station) on the new strong side.



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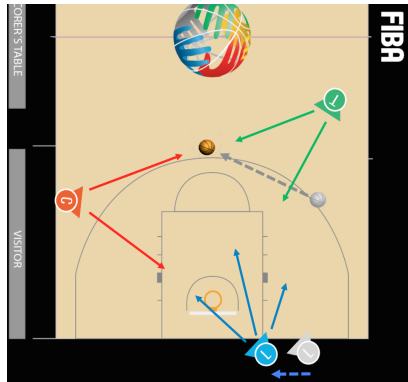


Diagram R19: Ball moves to the middle of the court, L closes down. C prepares to move his coverage on the ball.

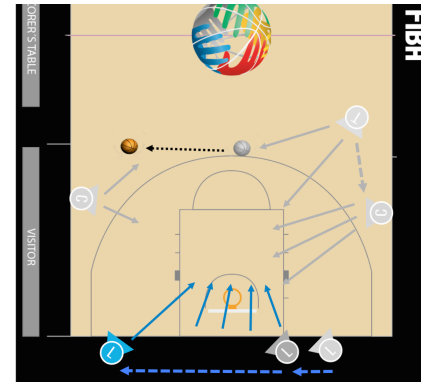


Diagram R20: Ball moves to the weak side, L rotates and scan the paint or closest match-up.

- c) Phase 2c: Rotation by Trail to Centre position As soon as the Trail has ensured that the Centre has picked up the ball on the weak side, the Trail should move his eyes off the ball and pick-up the new weak side (his side) post play. Studies have indicated that this is one of the weakest links during the rotation procedure, because often the Trail is “locked-in” with the ball.



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d)

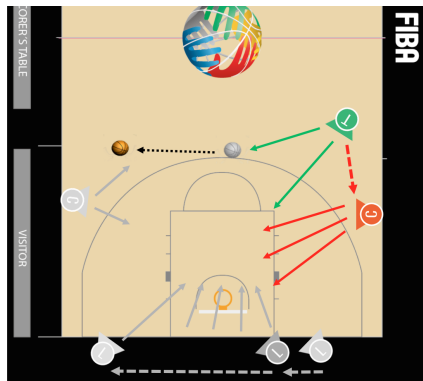


Diagram R21:
When Centre has picked-up the ball, Trail shall pick-up the new weak side post play asap.



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- e) Phase 2d Rotation “not completed” by Lead When Leads uses the proper technique to rotate (early start, walking sharply), he will be able to stop the rotation any time and return back to his initial position. The most common situations are drive/shot from the weak side during the rotation or skip pass to the other side of the court. When this occurs, the Centre does not move anywhere yet and will stay in his position as Centre. The Trail will return back to his initial position as Trail. As a principle, if Lead has passed the middle point of the backboard or the paint, he will complete the rotation as this is the point of no return.



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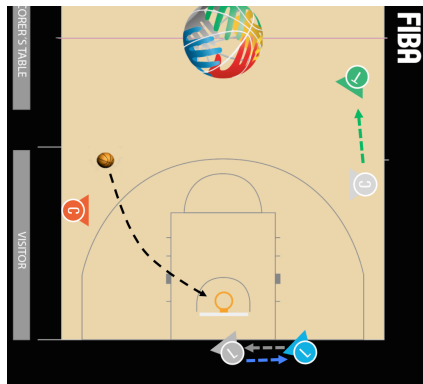


Diagram R22: Drive/shot from the weakside and Lead is able to abort and return back to referee.

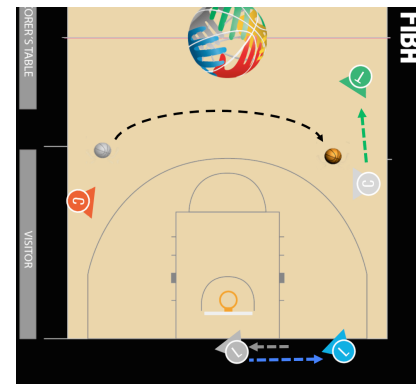


Diagram R23: Skip pass to the other side, Lead is able to stop and return back to the ballside.

3. Phase 3: Lead arrives to the ball side and Centre rotates to new Trail position

After Lead has completed his rotation, Centre is the last person to rotate to the new Trail position.

- a) Phase 3a: Coverage by Centre & Lead Centre will stay in his position and mentally with the ball and any play around it until Lead has completed his rotation, is ready to referee the play, and the play is no longer active. If the play is progressing during the Lead rotation, Centre will stay with the play until it is completed and no longer active. Our primary target is to continue to referee any play and then to move to the new position (rotate). As a result, there will always be two Centres momentarily.
- b) Phase 3b: Rotation by Centre to the Trail position When Centre moves up to the Trail position he should move backwards, facing the basket all the time (45°).



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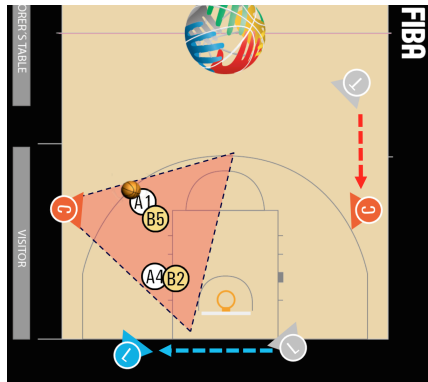


Diagram R24: C will stay with the play until L has completed his rotation and ready to referee.

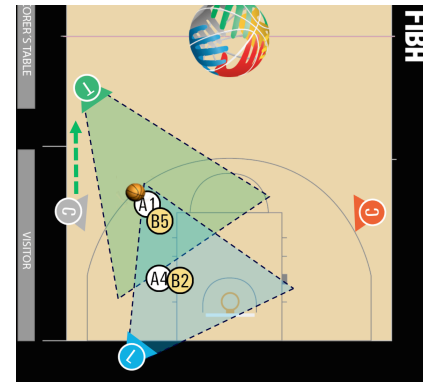


Diagram R25: Old C is always the last one to move to the new T position (moving backwards) and now the rotation is completed.

4. **Misbalance – “partners do not pick-up” the rotation** While it should be avoided, there will be times when not all of the referees will be aware that there is a rotation in progress, and then a change in the direction of play occurs. What is the procedure in this case? The referees should not panic as there are two options to adjust properly during a breakdown in the rotation while in transition. Normally, there is always at least one referee (but usually two), who is (are) aware of the situation.
- Option 1: New Lead & Centre** should always look for their partners and court balance while in transition. Identify what side the new Trail is on in the backcourt, and adjust accordingly in order to have correct balance when arriving in the frontcourt. You can use your voice or pre-designated signals amongst the crew to draw the attention of the referee who has missed the initial rotation.
 - Option 2: New Trail** is always the last chance to balance the court coverage during a missed rotation in transition. Normally the new Trail has more time and an ideal view to see the progress of the transition play. If necessary, new Trail can move to the other side of the court during transition to have Trail and Lead on the same side. However, this should happen in the backcourt.



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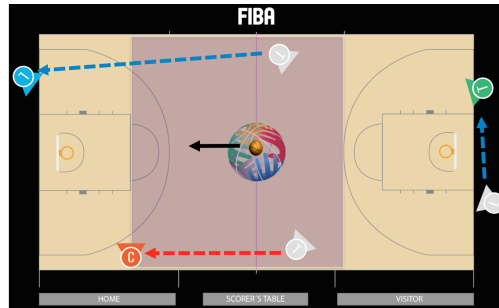


Diagram R26: New C & L should always control the court in transition, before they arrive at the free throw line extended on the frontcourt.

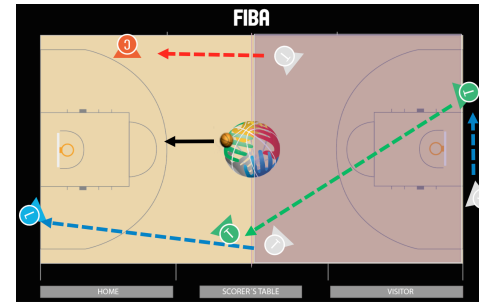


Diagram R27: Second option is that new T balances the court coverage by crossing the court diagonally, on the backcourt.



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R3.5. LEAD POSITION & TRANSITION

Target: To identify proper working area and coverage in the Lead position

During transition, the new Lead should arrive to the baseline 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 or when a defensive player has gained control of a rebound;
- After turning with a power step, be sure to face the court all the time (when done properly, the referee should also be able to pick-up the game clock);
- Start transition with full speed and maintain it until arriving at the baseline;
- Face the court during the entire transition (actively looking for next play to come and refereeing defence);
- Run straight to the baseline to set-up position (keeping same distance from the play all the way) – “out-side/out-side” angle;
- Stop on the baseline with “one-two” count in a stationary position, and be ready to referee the play when it starts.

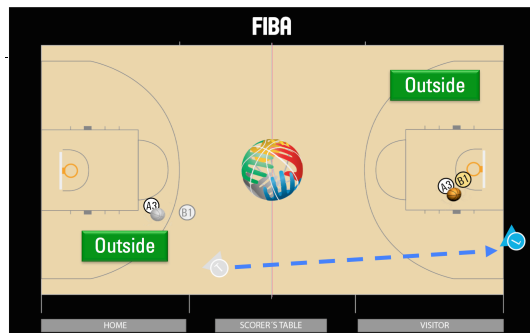


Diagram R28: L moves correctly with straight line to the endl ine maintaining the same distance from the play – speed and size of the players remains same from the start to the end.

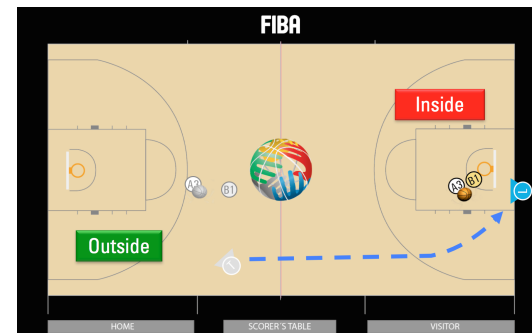


Diagram R29: L curves incorrectly close to the basket and the play is coming at L. The angle changes completely because players look bigger and faster.



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Lead works on the baseline in a 45° angle facing the basket. Position should be not more than 1 metre from the baseline and normally outside the paint. The Lead's working area is from 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 baseline according to the movement of the ball, ensuring they have position on the edge of the play. The Lead should work off-the court.

The Lead should normally make all violation/foul calls on the strong side of the court. Studies have proved that when the Lead makes calls on the weak side (other side of the court), especially on a drive (high contact), the decisions are incorrect, and in many cases, phantasy calls occur with guessing (foul called where contact was legal or no contact at all). This type of call is called "Lead cross call" and should not happen. The Lead must trust that the Centre will make the call if there is illegal contact (trusting Lead & active Centre).

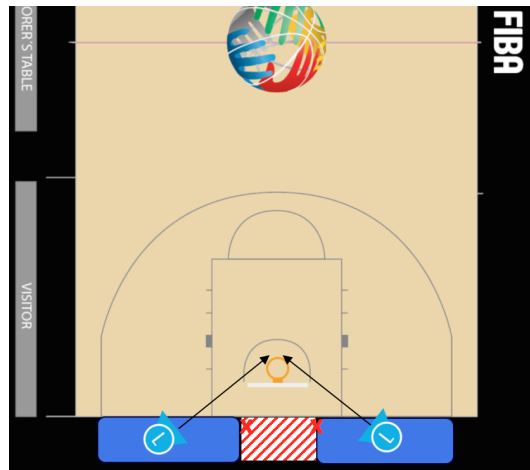


Diagram R30: Lead working area is between 3 point line and edge of the board. To find out if you have the correct position is to check that you will see the front of the rim.

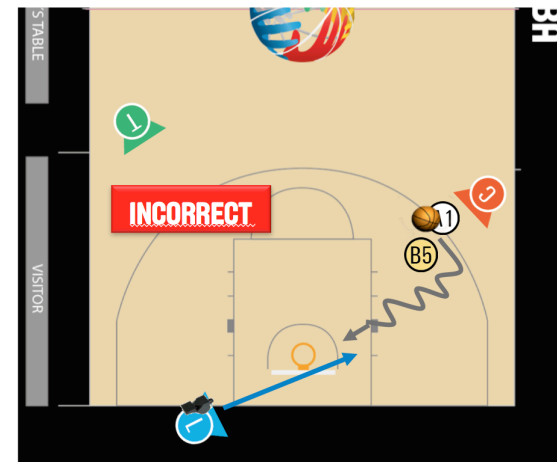


Diagram R31: Lead must trust to the Centre who has to be active and ready cover his primary. The diagram demonstrates the "cross call" by Lead what is incorrect.



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When ball comes to the strong side post (Lead's side) lead should prepare for a possible drive to the basket by taking few steps wider. This is called "Lead cross step". This allows Lead to see a possible drive to the basket, identify the possible help defence from the weak side, and implement the same "Distance & Stationary" principle as in transition.

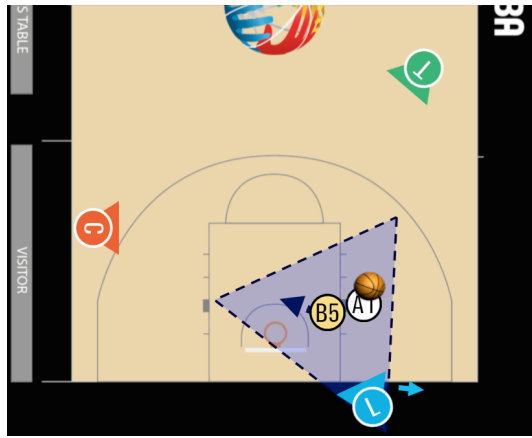


Diagram R32: When ball comes to the strong side low post, Lead prepares for the next play and by taking cross steps to have wider angle covering the next possible play.

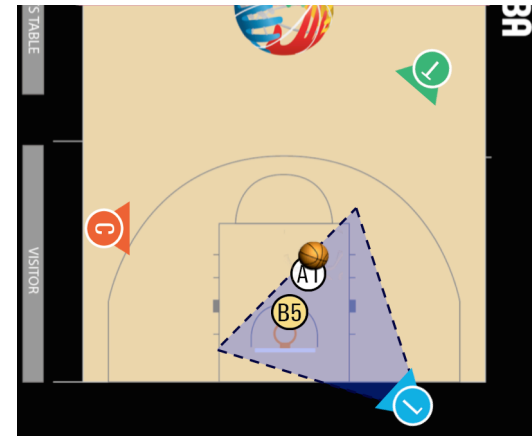


Diagram R33: L has taken the cross steps and turned slightly his torso towards to the basket. This new angle allows to Referee defence in the drive and prepare for the help defense.

R3.6. TRAIL POSITION & TRANSITION

Target: To identify proper working area and coverage in the Trail position

During transition, the new Trail should always trail the play (behind the play – not in line or in front of the play). This way the Trail is able to easily control the clocks and analyse the next possible plays to come. This is only possible when the following correct techniques are implemented:

- Wait behind the baseline until the ball is either passed to a teammate on the court after a made basket and the thrower-in has advanced on to the court (the new Trail should wait to have a minimum of 3 meters distance from the ball before they step on to the court);
- Always maintain a proper distance behind the play – 1-2 steps (no yo-yo running);
- Be the last to arrive in the front court, and have a 45° angle facing the basket (all players should be between straight arms extended = right/left side sideline & left/right side centre line).

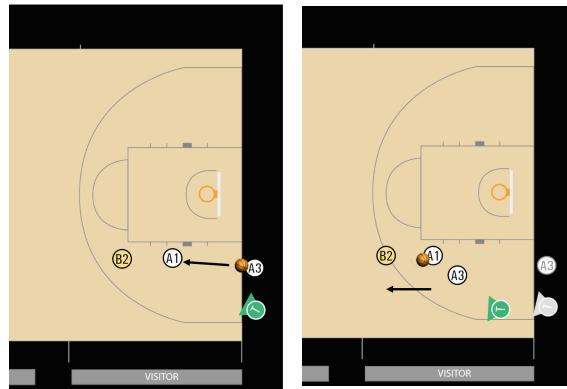


Diagram R34: New T applies correct techniques by waiting behind the endline that ball is passed to the team mate after the basket and the thrower-in has advanced to the court.

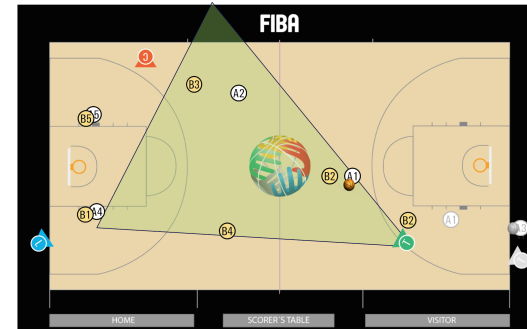


Diagram R35: T maintains the proper distance always behind the play (no jo-jo running) facilitating the steady wide angle and T is able to control the clocks and see the set-ups on the frontcourt.

Trail working area is between team bench area line and centre line. The Trail should be able to control a wide area if they are keeping a proper distance from the players with an active mind-set to analyse the next movements of the players. Trail normally works on the court.

When the ball moves closer to the Trail's sideline, he should step on the court (the only case). Whenever Trail has a dribbler in the front of him, he should actively be thinking which direction the dribbler will move next. Whenever a player moves in one direction, the Trail should move to the other direction - this is called "Trail Cross Step". When the play is over, the Trail should return close to the sideline in the standard working position.



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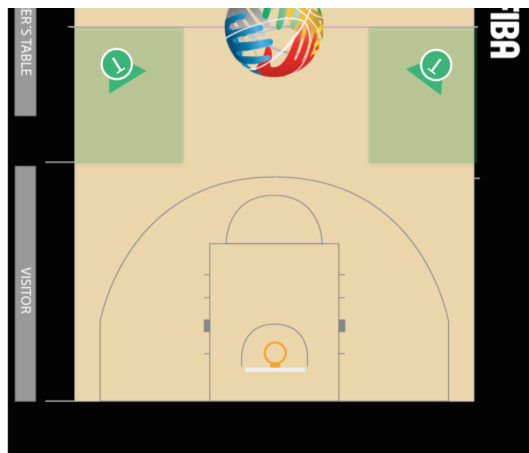


Diagram R36: Trail working area is between team bench area line and centre line. If ball moves to close to strongside sideline, T should take one-two steps on the court to maintain wide angle.

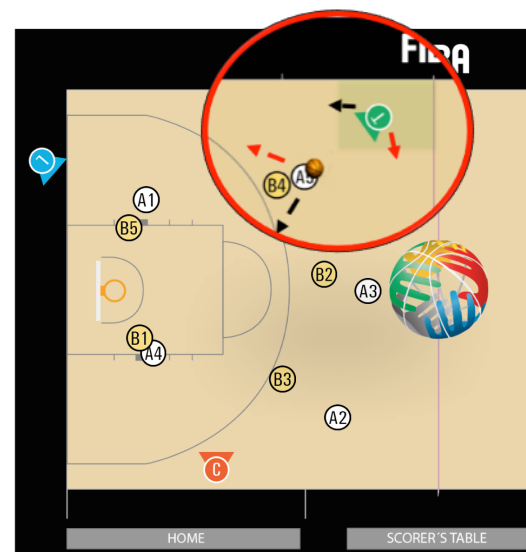


Diagram R37: Whenever T is straight-lined he thinks in advance which side the player will move next. When player moves T should react and take cross step to the opposite direction than players.

R3.7. CENTRE POSITION & TRANSITION

Target: To identify proper working area and coverage in the Centre position

During the transition from Centre to Centre, the referee in question has to follow these techniques:

- Stay with the previous play before the new transition. Namely, wait until the ball has entered the basket in the case of a successful attempt for goal, or until a defensive player has gained control of a rebound;
- Face the court during the entire transition (actively looking for next play to come and refereeing defence);
- Run straight to the frontcourt free throw line extended (set-up position);
- When a transition play is advancing on the weak side, Centre might need to stop momentarily and referee the play (keep distance from the play – anticipate).



Centre working area is between top of the free throw circle and the imaginary “bottom of the free throw line circle”. Practically speaking, this means the free throw line extended, a couple steps up, a couple steps down. The Centre working area is normally always on the court.

Any play on the weak side towards the basket is the Centre’s primary. The Centre has to remember to be ready to make the call when there is illegal contact or action. If the Centre misses the illegal contact and is passive, this will force the Lead to be more active and in the worst case scenario, will result in “Lead cross calls” (trusting Lead & active Centre).

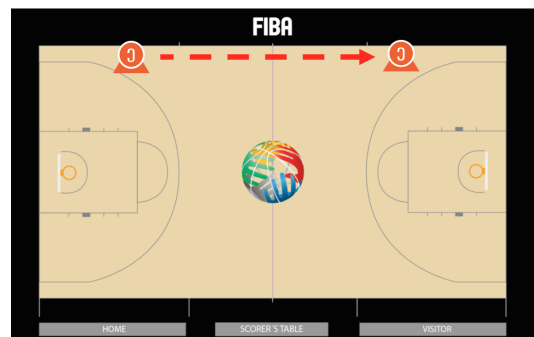


Diagram R38: Centre normally moves in the transition from Backcourt to frontcourt free throw line extended facing court covering possible any weak side transition.

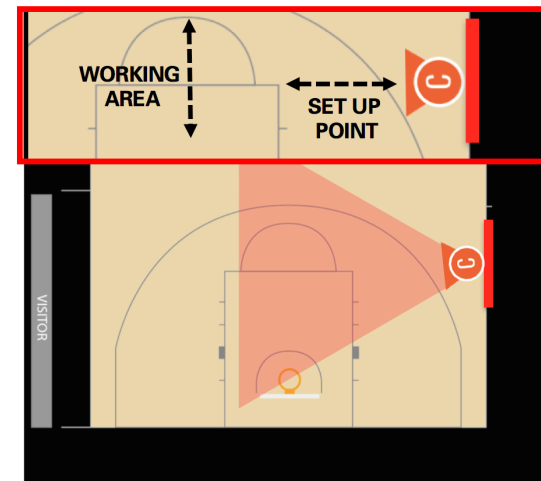


Diagram R39: Centre’s set-up position is at free throw line extended and working area from top of the free throw circle to the imaginary bottom of the free throw circle.

When there is a weak side drive to the basket, the Centre should take a step(s) on the court diagonally towards the centre line, or the same principle as with the Trail. Whenever a player moves in one direction, the Centre should move in the other direction. This is called “Centre cross step”. There will always be a moment when the C is straight lined at the start of the drive, but this is only momentary and is minimized with the cross step.

In case of trap on the frontcourt of the weakside and close to the centre line, C moves close to the centre line to referee the play (“go wherever you need to referee the play”). After the trap situation is over Centre will return to the normal position at the free throw line extended, unless Lead has rotated during the trap (should have rotated before the trap).



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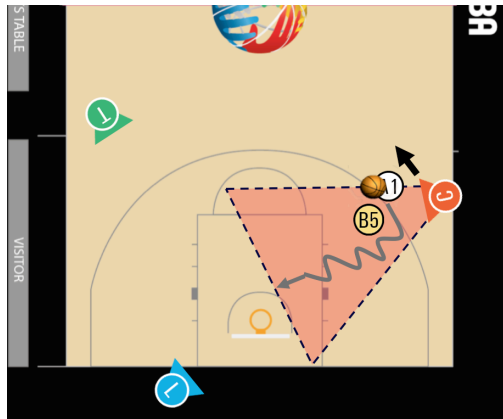


Diagram R40: Ball on the weakside and C prepares to referee the drive to the basket (mentally ready to take cross step).

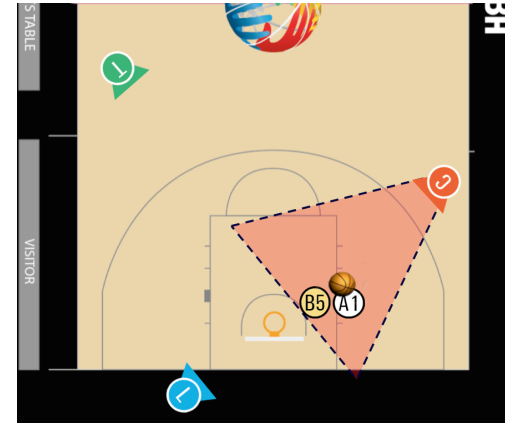


Diagram R41: Dribbler moved to the left and C took correctly Cross step(s) to his right and maintain the open angle.

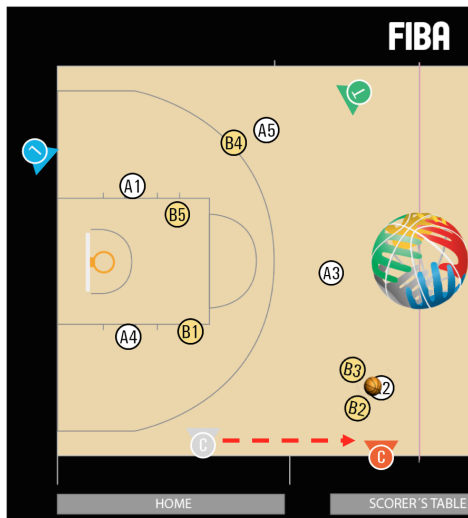


Diagram R42: When there is a trap close to the centre line on the weakside of the court C needs to move close to the centre line in order to cover the play properly, but this is not rotation (unless L is rotating).

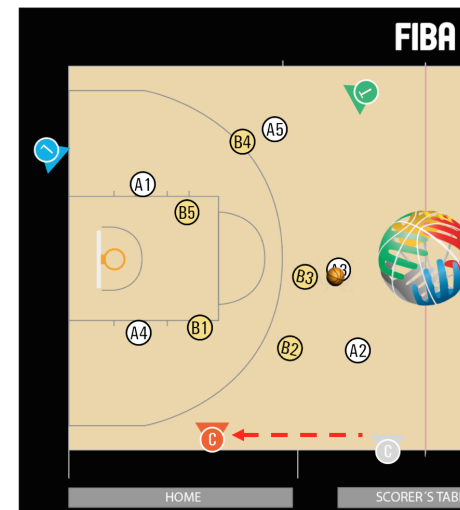


Diagram R43: After the trap is over C will return his initial position and working area at the free throw line extended (unless L has rotated during the trap – first option).



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R3.8. FAST BREAK

Target: To identify proper coverage and Lead-Centre cooperation during a fast break

During the fast break, it is important to understand that the Centre has to be active and has 50% of the coverage (weak side).

Any action or contact on the weak side should be covered by Centre, and any action on the strong side by Lead. This is the beauty of 3PO when it works properly.

It is good to practise when running from Trail to Lead in transition to automatically identify where the Centre is on the other side of the court. When this becomes a standard procedure, it will also automatically happen during the fast break when time is more limited.

The Lead and Centre need to run at full speed, analyse when the play will start, and then stop and referee the play by focusing on the defence (referee defence). The weak point in coverage during the fast break is when the new Lead curves under the basket and tries to referee the action on the weak side. This destroys the concept of 3PO as each referee is responsible for his own primary and there is no need for secondary.

It is important that the Centre quickly arrives in the front court at the free throw line extended because he has the best coverage for the possible goaltending or basket interference.

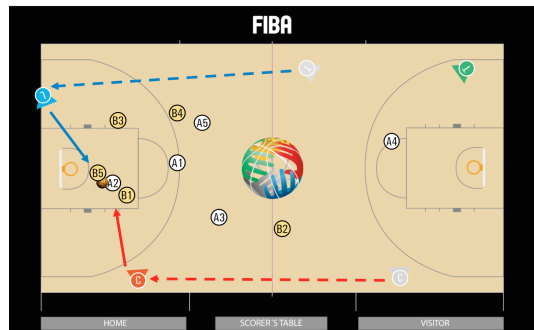


Diagram R44: C has to run fast in every fast break. It is important that both L & C are able to have stationary position to referee when the play starts. It is normally a dual coverage.



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R3.9. OUT-OF-BOUNDS & THROW-INS

Target: To understand coverage on out-of-bounds plays to ensure that only one referee always makes the “out-of-bounds” call.

The 3PO covers all of the boundary lines in the frontcourt. Only the Trail has two lines to cover. The basic rule is that Lead covers the baseline, Centre covers his sideline, and Trail covers his sideline and midcourt line.

Sometimes the Centre can also help with possible backcourt violations when the ball is played on the weak side before returning to the backcourt.

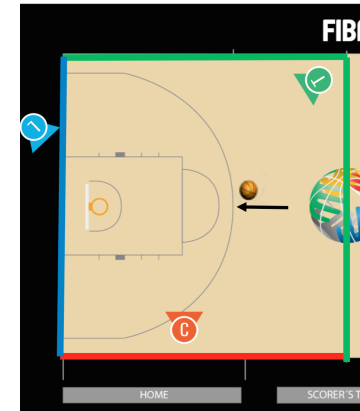


Diagram R45: L & C has one boundary line to be covered, only T has two lines (sideline and centreline)

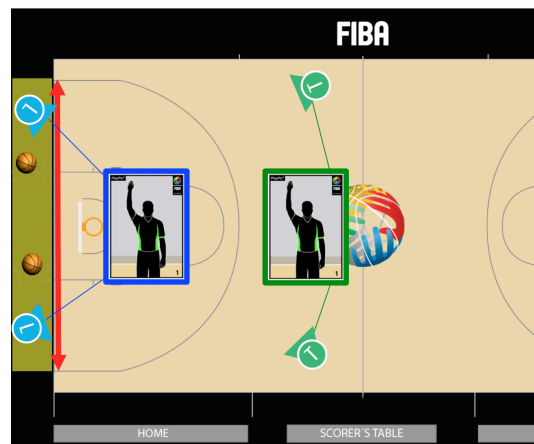


Diagram R46: When the throw-in is on the frontcourt's endlines between 3 point line and edge of the backboard L position is outside of the throw-in spot (C has to be ready to cover his side). T mirrors the “time-in” signal to the table.

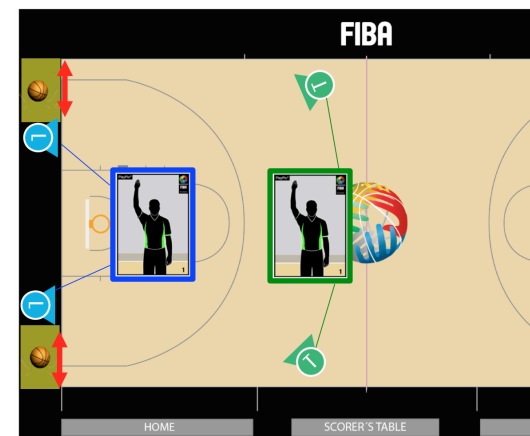


Diagram R47: When the throw-in is on the frontcourt's endlines between 3 point line and sideline L position is between basket and throw-in spot. T mirrors the “time-in” signal to the table.



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R3.10. SHOT COVERAGE (GENERAL & 3 POINTS ATTEMPTS)

Target: To identify and understand the coverage of each referee during shots for goal.

The basic principle is that the Lead has primary coverage on any 2 point shots on the strong side (as demonstrated below, blue area) and the Trail has primary coverage for all 3 point shots, and 2 point shots on the strong side.

The Centre has primary coverage on all shots on the weak side (see diagram R48).

Whenever there is dual coverage (restricted area, rectangle 2), the basic principle is that the respective referee covers his side of the play (see diagram R49).

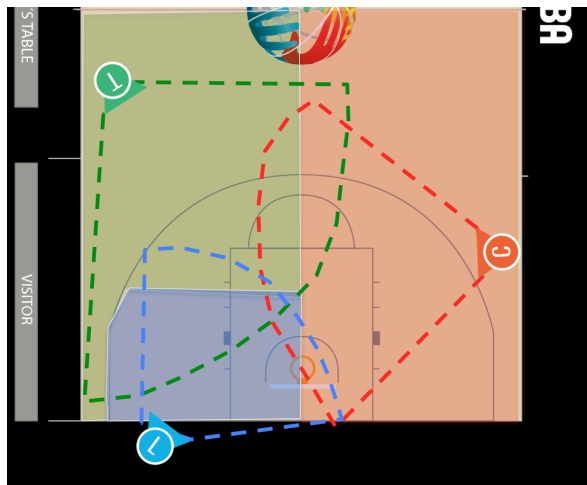


Diagram R48: L has normally the primary coverage in blue area, T in green area and C in red area (note: next diagram has strong side on the right side)

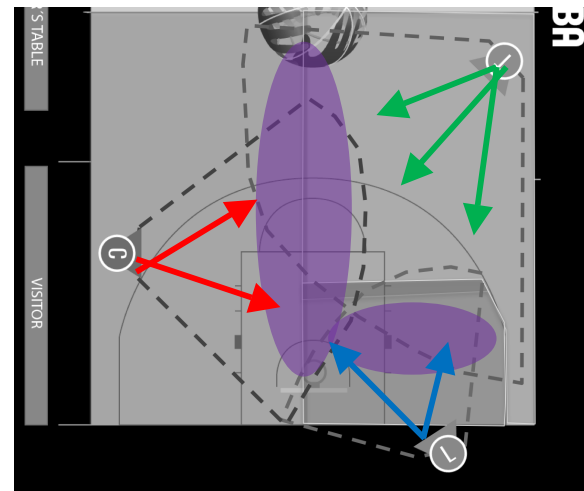


Diagram R49: In dual coverage areas it is important that both referees have the discipline to process the entire play and try to focus only for their side of the defensive players.



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R3.11. REBOUNDING COVERAGE

Target: To identify the correct techniques for total coverage during rebounding situations to ensure that not more than 1-2 active match-ups are covered by each referee

During the Basketball Knowledge section, the principles for successful rebound techniques by the players (inside position, timing) were covered. Let's move to the practical implementation of these principles and how this relates to refereeing.

First of all, it is crucial to understand that when any shot is taken, this is the key moment for the players to move to the most profitable position in order to get the rebound. In many cases, referees are thinking that the key moment is when ball hits the rim, which is completely too late. Keeping in mind the key principles noted above, it is important that the referees are already in position to referee the rebound situation when the shot is taken (active mind-set, appropriate positioning for the next play). In doing so, the referee implements the basic IOT elements regarding Distance & Stationary, and active mind-set facilitating the chance to process the entire play ((analytical decision) – not only to see the end and react (emotional decision)). The second successful technique is to define the principle that each referee has only 1-2 active match-ups to follow during a rebound. It is not so difficult if the referee focuses only on a few players instead of trying to cover all of the court and the ten players. The challenge is that all referees pick-up the different match-ups. Naturally, the Pre-Game Conference plays a significant role in the correct plan, methods and execution.

Normally, each referee picks up the closest active match-up, and possibly one more. Normally, you are able to rule out one match-up that will not be active during a rebound situation that needs no active attention.

Shot from the strong side: Lead covers the match-up close to the basket (holding and clamping fouls), Trail & Centre focus on perimeter rebounds (pushing, crashing and “over-the-back”) on their respective sides. Centre has primary coverage on goaltending or basket interference as Trail has shot coverage (diagram R50).

Shot from the weak side: Lead covers the match-up close to basket (holding and clamping fouls), Trail & Centre focus on perimeter rebounds (pushing, crashing and “over-the-back”) on their respective sides. Trail has primary coverage on goaltending or basket interference as Centre has shot coverage (diagram R51).

If there are no active match-ups on your side, you need to move to the next active match-up!
(not engaged with mechanics but the play & active mind-set)



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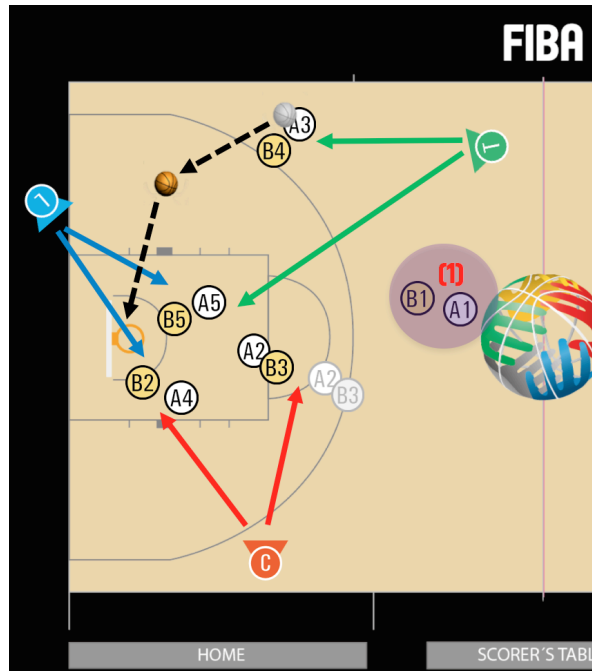


Diagram R50: Shot from the strong side, L focus for close to basket, T & C for perimeter players and C has the primary for the possible goal tending and basket interference, (1) not active match-up.

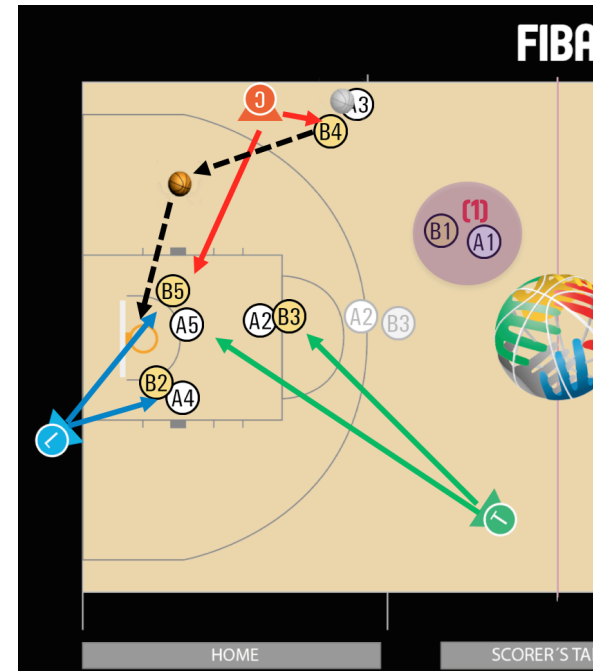


Diagram R51: Shot from the weak side, L focus for close to basket, T & C for perimeter players and T has the primary for the possible goal tending and basket interference, (1) not active match-up.



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R3.12. REPORTING FOULS & SWITCHING

Target: To identify and know the correct positions and procedures after a foul is called.

There are four basic principles for switching positions after a foul is called:

- a) The referee who calls and reports a foul resulting in a throw-in will always go opposite from the table;

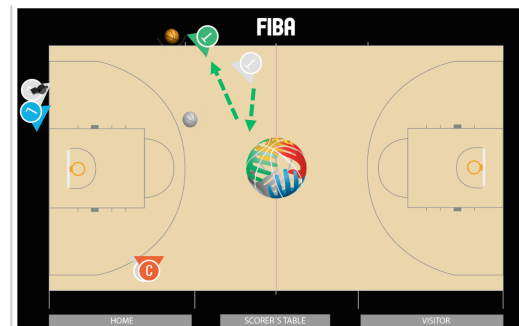
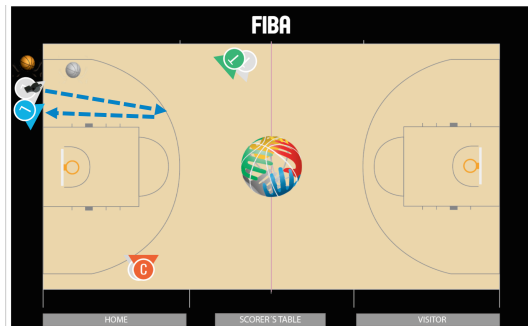
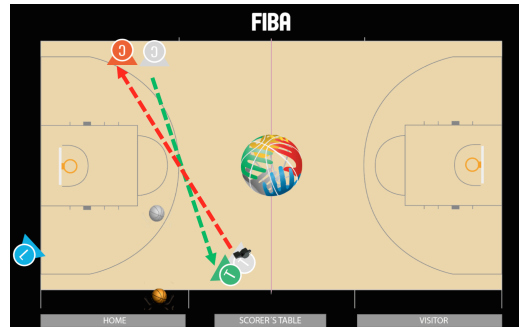
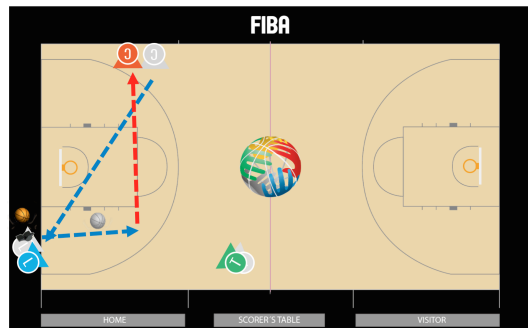


Diagram R52-R55: Few examples of switching after foul is called on table side and opposite side. Referee who calls and reports the foul will move to the opposite side of the court in new position (T,C or L). The two remaining referees fill up the empty spots.



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- b) If two referees call the same foul, the referee who is on the opposite side will report the foul and there is no need for a switch (diagrams R56 & R57);

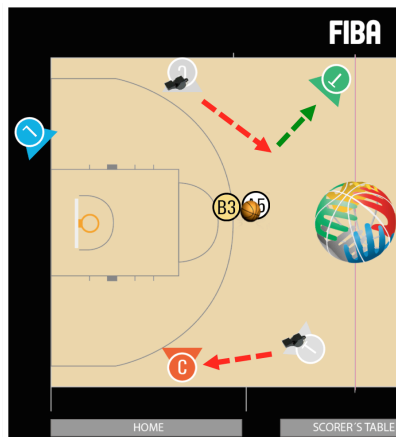


Diagram R56: T & C calls the same foul, C reports the foul, because is already in the opposite side. (no need to switch)

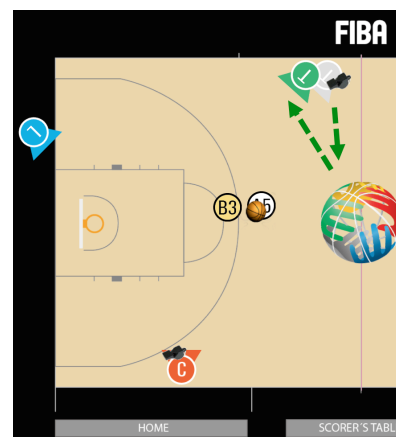


Diagram R57: T & C calls the same foul, T reports the foul, because is already in the opposite side. (no need to switch)

- c) The referee who calls and reports a foul resulting in free throws will always go opposite from the table in the Trail position (below few examples);

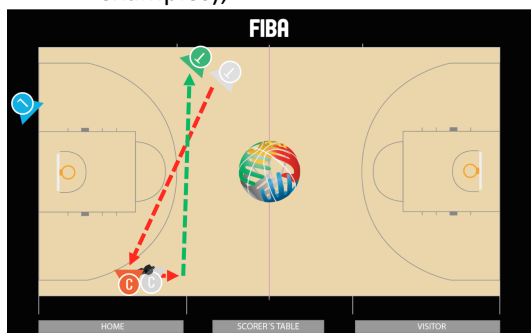


Diagram R58: C calls and reports the foul (resulting free throws) on the table side. C moves to the T position on the opposite side after the communication with scorers table has ended.

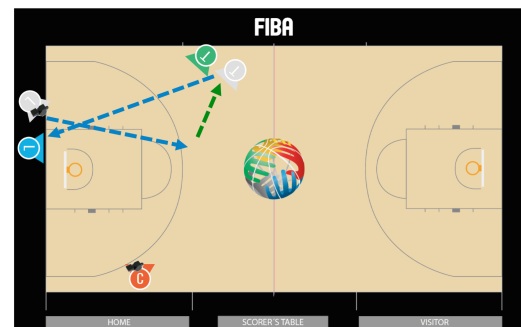


Diagram R59: L calls and reports the foul (resulting free throws) on the opposite side. L moves to the T position on the opposite side after the communication with scorers table has ended.



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- d) When a foul is called in the backcourt or there is an offensive foul in the frontcourt, there is no switch unless it is necessary to facilitate the new position of the reporting referee on the opposite side (see point a) (no long switches).

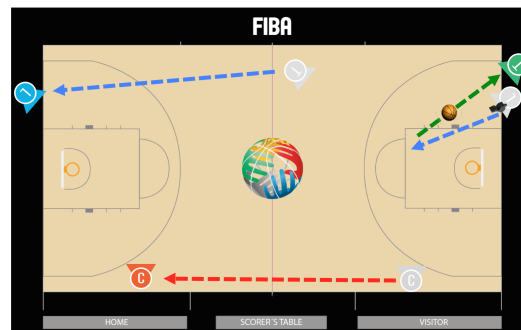
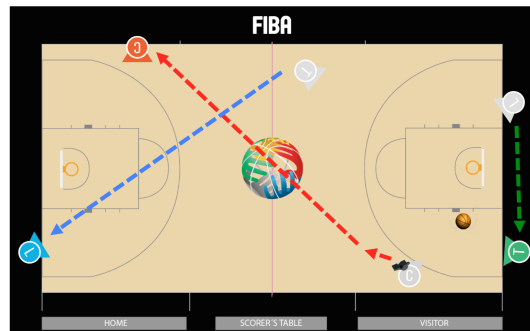
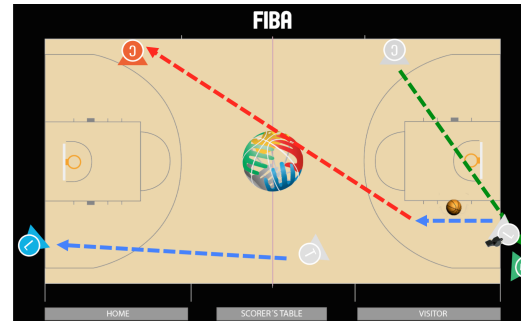
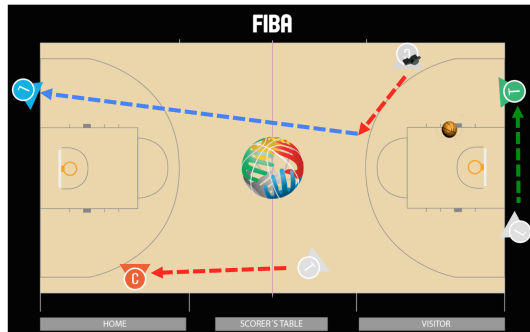


Diagram R60-R63: Four examples of offensive fouls on the frontcourt. All these cases no "long switches" from endline to endline. Naturally calling & reporting referee moves to the opposite of the court and two remaining referees fill up the empty spots.



R3.13. LAST SHOT

Target: To identify which referee is on the last shot and who is responsible for controlling the game/shot clock at the end of a period or the game.

Normally, either the Trail or Centre decide if any shot close to the end of a period or game is a valid basket or if the ball was not released before the LED light/signal.

The normal procedure is that the referee (Trail or Centre) on the opposite side of the scorer's table is responsible for the control of the last shot unless he is engaged with another play, in which case the referee on the table side is responsible for the clock.

If any of the referees not covering the last shot have information regarding the last shot and the clock, they are required to go immediately to the calling referee who is responsible for the last shot and share this information with the crew.

In the event there is disagreement amongst the crew, the Referee always makes the final decision.

See also module R2 of IOT for individual techniques for the correct procedure.



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APPENDIX A: SELF-EXAMINATION

Questions regarding Modules R1-R3 “Refereeing”:

Please try to answer first without checking from the Home-Study Book for the following questions:

1. What is refereeing? (R1)
2. What is the core function of the referee? (R1)
3. Name the basic principles for analysing play phases and calling the game? (R1)
4. What are the benefits of having proper distance from the play? (R2)
5. Name 3 out of 6 principles for positioning and open angle? (R2)
6. What are the key points for making the call and communicating the decision on the spot? (R2)
7. Name the check list for the successful ball toss? (R2)
8. Name the procedure of administrating throw-in? (R2)
9. What is the procedure for the referee when shot is taken close to the end of the Period when (R2)
 - a. Basket is valid?
 - b. Basket is not valid?
10. Draw the basic court coverage in principle on the frontcourt for Lead, Trail and Centre? (R3)
11. Name the 3 phases of the rotation? (R3)
12. Explain the “cross call” by Lead? (R3)
13. Who has the primary coverage for the weakside drive/shot? (R3)
14. Explain the principle of “cross step” (R3)?
15. Who is responsible normally for the last shot in 3PO? (R3)