



Officiating Guidelines for 2016

1. General Principles

Referees are expected to preventatively officiate the game with effective voice. This is a proactive approach to prevent illegal contact from occurring rather than being a reactive measure after contact has occurred.

2. Hand Checking

- Hand checking is the illegal use of hands / arms to impede / influence the movement / progress of an opponent with or without the ball.
- A defensive player may not affect an opponent's freedom of movement. A foul is to be called if the opponent's speed, quickness, balance and rhythm is effected by hand and / or body checks.
- A foul is to be called if the defensive player places 2 hands on an opponent.

3. Shooter Protection

- Illegal contact on the shooter is to be called a foul.
- A defensive player must not be penalised for leaving the floor vertically (within their cylinder) or having their hands or arms extended above them within their own cylinder.

4. Act of Shooting

- The act of shooting:
 - **begins** when the player starts the continuous movement normally preceding the release of the ball for a shot.
 - **ends** when the ball has left the players hand/s and, in the case of an airborne shooter, both feet have returned to the floor.



- **A continuous movement** in the act of shooting:
- **begins** when the ball has come to rest in the player's hand/s and the shooting motion, usually upward, has started.
- **ends** when the ball has left the player's hand/s, or if an entirely new act of shooting is made.
- **Where doubt exists**, the player is deemed to be in the act of shooting.

5. Charge / Block Calls CHARGE

- Defence must establish an initial legal guarding position without causing contact. In establishing the legal guarding position the defensive player must face the player with the ball and have both feet on the floor.
- Once established, defence may move to guard their opponent. Offence must expect to be guarded and must be prepared to stop or change direction whenever a defensive player establishes a legal guarding position. The defensive player may remain stationary, jump vertically, move laterally or backwards to maintain the initial legal guarding position.
- When moving laterally or backwards to maintain a legal guarding position, the defensive player may have one/both feet off the floor for an instant as long as the movement is not towards the player with the ball.
- Contact must occur on the torso, in which case the defensive player would be considered to have been at the place of contact first.
- Having established a legal guarding position, the defensive player may turn **within** his cylinder to avoid injury.
- In any of the above situations, the contact should be considered as having been caused by the player with the ball.
- Officials are to take into consideration whether the offensive player has entered the defensive players cylinder during the contact (i.e. broken the plane).



BLOCK

- Blocking is illegal contact that impedes the path of an opponent with or without the ball.
- It is illegal to extend arms / elbows outside of the cylinder. If the arms/elbows are outside the cylinder and contact occurs, this is blocking or holding.

6. Screens

- Each player has the right to occupy any position (cylinder) on the court not already occupied by an opponent (i.e. be the first to establish the position).
- Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the court.
- Officials are to ensure that screens are stationary with both feet on the floor (and within their cylinder) if contact occurs.
- Officials are encouraged to eliminate screens where the backside and or extended arms are used to cause to contact.
- Players who deliberately run through legally set screens should be penalised.

7. Flopping / Faking

- This is an attempt to trick referees into calling a foul (either by flopping / faking and / or exaggerating incidental contact). Often this could occur in charging, screening and shooting situations.
- This type of behaviour does not fit within the spirit of sportsmanship and fair play and if identified should be managed early.



- **If a player;**

a) contacts incidentally with an opponent as a consequence of a regular play and it does not produce any alteration in the rhythm of the play, it is deemed to be a no call.

b) flops / fakes generating an illegal contact, a foul is to be called on the flopper.

c) flops / fakes but does not generate any illegal contact.

a) An official warning is to be given to the player and the warning must also be communicated to the head coach and, where practicable, to the court announcer.

b) A technical foul is to be issued to members of the warned team for any repetition of flopping. Each team is entitled to one warning.

d) A player who fakes **flagrantly** and does not generate any illegal contact is to be issued with a technical foul.

8. Post Play

- The principle of verticality also applies to post play.

- Offensive and defensive players in the post must respect each other's right to a vertical position.

- It is a foul by any player in the post to shoulder or hip his opponent **out of position** or to **interfere** with his **opponents freedom of movement** using extended arms, shoulders, hips, legs or other parts of the body.

- Post play should be viewed and anticipated as a physical (not rough) matchup between two opponents.

- There can be no allowances to "let them play" when the contact is excessive or rough.



9. Unsportsmanlike Fouls

Unsportsmanlike fouls occur in four instances. These instances are where a player contact foul which, **in the judgment of the official is:**

- i. No effort to play the ball and no legitimate basketball play.
- ii. Excessive, hard contact in an effort to play the ball.
- iii. A 'last player' situation where:
 - a. Contact by the defensive player occurs 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.
 - b. This is valid until the player is in the act of shooting (**unless there is no effort to play the ball or there is excessive contact**).
- iv. In the last 2 minutes of the 4th period / extra period before the ball has been released for the throw in.
 - a. Contact by the defensive player on an opponent on the court during the last 2 minutes of the 4th period / extra period, when the ball is out of bounds for a throw in and still in the hands of the official or already at the disposal of the player taking the throw in. If at this moment a **defensive player causes contact** with a player of the offensive team, **and a foul is called**, it is to be called as unsportsmanlike foul.



10. Player / Coach Behaviour

- Inappropriate and unacceptable behaviour by a player or coach will not be tolerated.
- Mistakes made by coaches, players, administrators and referees are a part of the game.
- Disrespectful, inappropriate and unacceptable behaviour when mistakes are made will not be tolerated.
- Either the coach or the assistant coach, but only one of them at any given time, is permitted to remain standing during the game. They may address the players verbally during the game provided they remain within the team bench area. **The assistant coach shall not address the officials.**
- Referees should not allow coaches to enter the court, or leave the team bench area. Except;
 - a) During a charged time-out to address the team (provided they remain within the vicinity of their team bench area).
 - b) Attending to an injured player.
 - c) Courteously requesting a time-out or statistical information from the score table.
- Respectful questions asked in a calm manner by a player or a coach are to be answered by the referee when an opportunity permits. Referees are to **listen, understand, respect** and **respond** accordingly. Referees are to provide short, sharp responses to ensure that the game is not unnecessarily delayed.



- At no time shall a player or coach be disrespectful to referees and/or table officials.
- A player/coach is not allowed an objectionable initial reaction to a call, including:
 - a) Any **obvious or blatant verbal or non-verbal disputation** of a referee decision.
 - b) Any action that **belittles or demeans a referee.**
 - c) Any **obvious non verbal reactions** which may incite the crowd.
 - d) Any use of **audible foul language.**
- Referees should not allow any **continuous questioning towards the officials or continual commentary on the game.**
- Referees should not allow assistant coaches or bench players rising to their **feet to complain about referee decisions.**
- Referees should not allow coaches to become the centre of attention with **theatrical gestures and constant complaining.**

PROCEDURE

- Referees are encouraged to try where possible, to prevent from calling a technical foul by anticipating and reading the problem and consequently addressing the coaches behaviour before having to deal with it with a technical foul. Officials are to use a 3 step process:

STEP 1:

- Referees are encouraged to attempt to de-escalate the situation with effective communication techniques; clearly articulating the behaviour is not acceptable.



STEP 2:

- If the inappropriate or unacceptable behaviour continues, the referee is to issue a formal warning.
- This will involve the referee blowing their whistle and giving an obvious, clear and audible warning to the player / coach in a way that everyone knows a warning has been given.
- The referee will use words similar to “Coach / Player, your behaviour is unacceptable / inappropriate and this is a warning for you to stop that behaviour. If you continue, next time will be a technical foul.”
- At the same time, the referee will reinforce this verbal warning with visual signals that incorporate a “Stop Sign” followed by a continuation hand signal and a “technical foul”.

STEP 3:

- If the inappropriate / unacceptable behaviour continues, issue a technical foul.

NOTE - In the event that the behaviour of the coach / player is at such an unacceptable level, referees are entitled to progress immediately to either Step 2 or Step 3.