FIBA

We Are Basketball

FIBA NATIONAL REFEREE CURRICULUM

LEVEL
2

LEVEL 2

LEVEL 2

CHAPTER 1

INTRO

INTRODUCTION

CHAPTER 1

INTRODUCTION

1.1   CONCEPT

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 ever, 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 assist in the development of successful basketball referees. It has been divided into 4 core modules:

1. General Provisions

2. Fouls

3. Referee Techniques

4. Basketball Knowledge

These modules are designed so that you can build on what you have learnt in Level 1. The training material promotes home study, so that you can work through it in your own time and at your own pace. Following this there is a face to face component that will assist your further development as a basketball referee.

This training manual is a guideline that is provided to assist national federations in the training and education of officials. It is understood that some topics will require more focus and attention than others and the time allocated can be adjusted to suit the needs of the current skills and experience of the officials being trained.

GENERAL PROVISIONS

CHAPTER 2

GENERAL PROVISIONS

2.1. CAPTAIN'S DUTIES

TARGET:	TO DEFINE WHO THE CAPTAIN IS AND WHAT ARE HIS DUTIES AND POWERS.

Reference OBR Art 6, p15

The captain is a player designated by his coach to represent his team. He may communicate in a courteous manner with the officials during the game to get some information but only when the ball is dead, and the game clock stopped.

2.2   COACH'S DUTIES

TARGET:	TO DEFINE WHAT ARE THE COACH'S DUTIES AND POWERS.

Reference OBR Art 7, p15

At least 10 minutes before the game, the coach must confirm his agreement with the names and corresponding numbers of his team members and names by signing the scoresheet and indicating at the same time the 5 players to begin the game. He may communicate with the officials and scorer's table politely and only when the ball is dead, and the game clock stopped.

He shall designate the free-throw shooter in case the shooter is not determined by the rules. He also shall inform the officials the number of the captain on the court.

2.3 ASSISTANT COACH'S DUTIES

TARGET:	TO DEFINE WHAT ARE THE ASSISTANT COACH'S DUTIES.

Reference OBR Art 7, p15

He can stand but only when the coach does not stand, and he can communicate with his players. He is not allowed to communicate with the officials on the court.

If, for any reason, the coach is unable to continue, he shall assume all duties and powers of the coach.

2.4 INJURED PLAYERS

TARGET: **TO KNOW WHEN THE GAME CAN BE STOPPED AND WHEN A PLAYER SHALL BE SUBSTITUTED.**

Reference OBR Art 5, p15

When a player gets injured, the official shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from the play or the ball has become dead, except if the gravity of the injury requires the game to be stopped immediately.

If an injured player cannot continue to play within 15 seconds approximately or if he receives treatment, he must be substituted unless the team has less than 5 players on the playing court.

If any accompanying team member (with prior authorization) or the doctor enters the court, the player has to be substituted.

2.5   SPECIAL SITUATIONS

TARGET:	**TO DEFINE WHAT IS A SPECIAL SITUATION AND WHAT ARE THE STEPS TO RESUME THE GAME.**

Reference OBR Art 42, p48

In the same stopped-clock that follows an infraction, special situations may arise when additional fouls are committed.

The principle is that all fouls should be charged, and all penalties identified. Then all equal penalties against the teams should be cancelled in the order in which they were called. And finally, all remaining penalties shall be administered in the order in which they were called.

2.6   CORRECTABLE ERRORS

TARGET:	TO DEFINE WHAT ERRORS CAN BE CORRECTED AND UNTIL WHEN.

Reference OBR Art 44, p51

- 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)

Once an error has been discovered, it is correctable until the ball becomes live following the first dead ball after the game clock has started following the error.

If the error is concerning the scorekeeping, the time-keeping or the shot clock operations involving the score, the number of fouls or time-outs, it may be corrected at any time before the crew chief has signed the scoresheet.

The OBR interpretations give many examples of correctable errors and what are the steps to correct them.

2.7   TABLE OFFICIALS

TARGET:	TO KNOW THE INDIVIDUAL ROLES OF THE TABLE OFFICIALS

Reference OBR Art 45-50, p56

The table officials are:

- The **scorer** keeps a record of the scoresheet (fouls, players entering the game, points, time-outs) and operates the alternating possession arrow. He/she indicates the number of fouls by each player by raising a marker and position the foul marker on the table when a team is in the foul penalty situation. He/she also effect substitutions.

- The **assistant scorer** operates the scoreboard and assists the scorer.

- The **timer** measures playing time, times-outs and intervals of play. He/she also has to ensure that the signal sounds loudly enough and automatically at the end of the quarter and overtime.

- The **shot clock operator** has to control the shot clock according to the rules by stopping, resetting to 24 or 14 seconds, or switching off his/her device.

2.8 GAME LOST BY FORFEIT

TARGET:

TO DEFINE WHAT IS A FORFEIT AND WHAT THE CONSEQUENCES ARE

Reference OBR Art 20, p27

In case a team is not present or unable to field 5 players ready to play 15 minutes after the scheduled game time, prevents the game from being played because of its actions or refuses to play, this team should then lose by forfeit.

This implies a 20-0 score in favor of the opponent team and also 0 classification points.

2.9   GAME LOST BY DEFAULT

TARGET:	TO DEFINE WHAT IS A DEFAULT AND WHAT THE CONSEQUENCES ARE

Reference OBR Art 21, p28

In case a team has fewer than 2 players on the court ready to play, then it should lose the game by default.

This implies that if this team was not ahead, the score shall stand the same when the game was stopped. But if it was ahead, the opponent team should win 2-0: the defaulting team shall receive 1 classification point.

2.10 SHOT CLOCK VIOLATIONS

TARGET:	TO KNOW WHEN TO RESET THE SHOT CLOCK TO 24, 14 SECONDS, OR NOT, AND WHEN TO CALL WHEN THE SIGNAL SOUNDS.

Reference OBR Art 29, p32

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RESET

- A team gains control of a live ball on the playing court
- Throw-in after a valid field goal
- Throw-in from the backcourt after a foul or violation by the opponent team
- The game being stopped because of an action connected with the team not in control of the ball

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RESET

- The same team recovers ball control after an unsuccessful shot (ball touched the ring)
- Throw-in from the frontcourt after a foul or violation by the opponent team
- Throw-in during an UF/DF penalty from the throw-in line in the frontcourt
- Last 2 minutes: time-out and coach's option = throw-in from the frontcourt with 14 or more seconds of possession

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REMAINING TIME / NO RESET

- The game being stopped because of an action connected with the team in control of the ball
- The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage
- The team controlling the ball takes the throw-in after the ball having gone out-of-bounds
- Last 2 minutes: Time-out & coach's option = throw-in from the frontcourt with 13 or less seconds
- A technical foul is committed by the team in control of the ball

2.11 PROTEST PROCEDURES

TARGET:	TO DEFINE IN WHICH CASES A TEAM MAY PROTEST AND WHAT THE PROCEDURE IS.

Reference OBR Annex C, p76

A team may protest if it thinks its interests have been affected by:

- An error in scorekeeping, time-keeping or shot clock operations not corrected by the officials
- A decision to forfeit, postpone, not resume or not play the game
- A violation of the applicable eligibility rules

The procedure is the following:

- The captain of the protesting team should inform the crew chief no later than 15 minutes following the end of the game and sign the scoresheet in the dedicated column
- The team shall submit the protest reasons to the crew chief in writing no later than 1 hour following the end of the game
- A fee shall be applied and shall be paid in case the protest is rejected. NB: the fee's amount may vary according to each National Federation.
- The officials shall each send a report to the competent body directly after the game

FOULS

CHAPTER 3

FOULS

3.1   DOUBLE FOUL

TARGET:	TO IDENTIFY WHAT IS A DOUBLE FOUL AND HOW TO RESUME THE GAME.

Reference OBR Art 35, p42

Where 2 opponents commit personal fouls against each other at about the same time. Referees are to consider the sub elements:

1. Both personal fouls involving physical contact with each other.
2. Both fouls have the same penalty.

After a double foul is called, the game shall be resumed where it was stopped.

Signal: Double foul signal (wave clenched fists on both hands).

3.2   DISQUALIFYING FOUL

TARGET: **TO IDENTIFY WHEN A DISQUALIFYING FOUL OCCURS AND WHAT ARE THE CONSEQUENCES.**

Reference OBR Art 38, p45

A disqualifying foul (DF) is any flagrant unsportsmanlike action not only by players, but also substitutes, coaches, excluded players or accompanying delegation members.

Any of the above persons who are guilty of flagrant acts of aggression against opponents or officials shall be disqualified and the crew chief must report the incident to the organizing body of the competition.

Whenever the offender is disqualified, he shall go to and remain in his team's dressing room or shall leave the building until the end of the game.

Two free-throws + possession shall be awarded to the opponent team for each DF called.

D3 - Disqualifying foul.
Signal: Clenched fists on both hands.

3.3 TECHNICAL FOULS BY PERSONS SITTING ON THE TEAM BENCH

TARGET:	TO KNOW WHEN THIS KIND OF FOUL SHALL BE CALLED AND WHAT ARE THE CONSEQUENCES.

Reference OBR Art 36, p 43

A technical foul (TF) by any person permitted to sit on the team bench is a foul for disrespectfully communicating with or touching the officials, the commissioner, the table officials or the opponents, or an infraction of a procedural or administrative nature.

If a coach commits a technical foul as a result of his personal unsportsmanlike behavior, he shall get a "C" – like "coach".

If any person permitted to sit on the team bench commits a technical foul, it shall be charged against the coach as a "B" - like "bench".

If there are several technical fouls

C + C   = Game disqualification
B + B + B = Game disqualification
B + C + B = Game disqualification

3.4 FIGHTING

Reference OBR Art 39

This article does not apply to players on the court. It applies only to substitutes, coaches, excluded players and accompanying delegation members who leave the confines of the team bench area during a fight or during any situation that may lead to a fight.

The coach and his assistant are permitted to leave the team bench only to assist the officials to maintain or restore order. In this situation they shall not be disqualified. Otherwise, they shall be.

The other persons on the bench shall be disqualified.

Whatever the number of persons disqualified a single technical foul B shall be charged against the coach.

3.5   FAKE A FOUL

TARGET:	TO KNOW WHAT IS A FAKE AND HOW TO MANAGE THE SITUATION WHEN IT OCCURS

Reference OBR Art 33.16, p41

Faking is behaviour that does not fit within the spirit of sportsmanship and fair play and for this reason, it is he referees who need to identify the action early and to clean it up early.

Faking is where a player pretends he has been fouled or makes theatrical exaggerated movements to create an opinion of being fouled and therefore gaining an unfair advantage. Note: A flop is a special type of the defender's action (charge/block) but it is still a fake.

It is important for referees to know the game of basketball and the technical movements and tactics of the players to assist them in officiating faking, especially where players maximise the impact of marginal contact.

PROTOCOL AND SIGNAL:

FAKE A FOUL SIGNAL:

New "Raise-the-lower-arm" signal twice (starting from the top and finishing down)

D4 - Fake a foul signal

PROTOCOL FOR THE WARNING DURING THE PLAY:

a) A fake action by the player during the play (no stoppage)

b) Show the "raise-the-lower-arm" signal to indicate the "fake action"

c) Verbal support – for example "white 8 fake"

PROTOCOL FOR THE WARNING (NEXT STOP CLOCK PERIOD-GAME INTERRUPTION):

a) Communicate the warning to the affected player and the coach plus the co-official

b) Show the "Raise-the-lower-arm" signal and demonstrate the "Technical Foul" signal supported verbally

D4 - Fake a foul signal   D7 - Technical foul signal

ON REPETITIVE OR ON EXCESSIVE ACTION RESULTING IN A TECHNICAL FOUL, WHISTLE WITH:

a) Stop the clock signal

b) "Raise-the-lower-arm" signal

c) Followed by the "Technical Foul" signal

D8 - Stop the clock   D4 - Fake a foul signal   D7 - Technical foul signal

Some signs of faking:

1. Faker is looking for contact first (needs to contact to make the fake)

2. Head goes back (head fake) when contact does not occur on the head

3. Making theatrical, exaggerated movements

4. Jumping off spot and landing spot are close to each other

5. Feet go up in the air when falling and hands are prepared for the fall

Some officiating tips:

1. If a dribbler extends his arm to create space – it is still an offensive foul

2. If a player steps on another players foot and loses his balance – this is NOT a fake

3. It is important to see the entire play, not only the reaction of the player

4. If there is a foul on the play, there cannot be a fake on the same play (no foul and warning on the same play). Foul = No warning. No foul = Warning

REFEREEING KNOWLEDGE

CHAPTER 4

REFEREEING KNOWLEDGE

4.1 PREVENTIVE OFFICIATING

TARGET:	TO DEFINE WHAT IS PREVENTIVE OFFICIATING AND WHAT THE BENEFITS MAY BE

The officials can communicate with the players and coaches either during live ball as well as during dead ball. This can help controlling the game because it can prevent problems from occurring. It can take two forms:

- To help avoiding technical violations. For example, warning the player that his foot is on the free-throw line before a free-throw shot

- To notify a player not to commit a foul. For example, to say "hands" to a player who may hand-check his opponent, or talking to players particularly at the post play

This can help the global communication with the players but even with the coaches and is very often appreciated by them.

4.2 POINTS OF EMPHASIS AND OFFICIATING TRENDS

TARGET:	TO FOCUS ON SEVERAL IMPORTANT POINTS AND CONCEPTS OF THE MODERN OFFICIATING

Active mindset: BE READY and EXPECT THE UNEXPECTED. Refereeing is nothing but being ready. Good referees are constantly analyzing the movements and actions of the players in order to be in position to see something illegal and ready to react to any situation that may occur.

Consistency: a referee who interprets situations and criteria exactly the same way throughout is said to be consistent. This is a very important quality required to officiate as it is sometimes a critic towards the referees.

Feel for the game: the referee's ability to feel what is 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 best positioned to maintain game control.

Teamwork: the smooth functioning of the referee team to provide proper coverage and control to a game. "It is not about me, it is about us!"

4.3 COMMUNICATION – CONFLICT RESOLUTION

TARGET:	TO GET SOME KEYS TO TRY TO SOLVE A CONFLICT:

Conflicts can happen in any game. Conflict management and learning how to deal with misbehaving players and coaches requires constant experimenting. The problem is that, during a game, you don't have hours to negotiate and bury every conflict. You don't even have minutes, you usually have only a couple of seconds.

Moreover, each person has a different personality and a different way to react and express himself. But in a general manner, there are some common tips to try to solve a conflict or calm down an angry player or coach.

Build rapport: by using the same tone and volume of voice than your discussion partner. Use a calm voice, with no aggressive gesture.

Understand and acknowledge: show you understand the person and that you have heard his request or complaint and avoid interrupting the person.

Tell them what to do, and not what not to do: for example, you can say "calm down and stay focused on your game", but avoid "don't talk" or "don't argue"

4.4 COMMUNICATION – RELATIONSHIPS WITH PLAYERS

TARGET:	TO UNDERSTAND THE PLAYERS' EXPECTATIONS AND HOW TO INTERACT WITH THEM IN A PROPER WAY

Player's mostly have the same expectations as do coaches, wanting the officials to be consistent, fair and to "let the players' decide" the outcome of games. At times, players may become upset, which may be at a decision made by a referee but equally may be about their own performance or that of a team mate. Officials should judge whether behavior is aimed at the referee and act if it is but show leniency if it isn't.

Preventative officiating is certainly encouraged (e.g. calling "hands out" to stop defenders from reaching) however many players will continue to do it for as long as the referees continue to provide a warning. Accordingly, referees should warn but then be prepared to call if the behavior persists. Simply put players (and coaches) expect consistency from officials – contact that is called as a foul at one end, should be called at the other end. Players do not necessarily appreciate all factors that an official may take into account when officiating a contact situation, however any perceived inconsistency can cause unhappiness amongst players. Referees should not replace the whistle with voice when a call would ordinarily have been made. Accordingly, the officiating crew should communicate before and throughout the game.

Being accurate is of importance to players. If the player blocks the ball cleanly (but makes illegal contact with the hip) it needs to be correctly called – push or block but not illegal hands. If it is called incorrectly it both undermines the players' confidence in the officials and frustrates the players. A blocked shot, particularly, often creates significant emotion and reaction from both the crowd and the players and accuracy is important.

When players feel that a situation is not being officiated correctly, they may speak with the official. Provided that this is done at an appropriate time and in a respectful manner, officials should allow questions and answer them. Ignoring questions is likely to lead to players becoming more frustrated.

Once a question has been asked and answered the player needs to "move on" and this happens easier if the player feels that the official has listened to their concern. The officials should also recognise that the players do have a different perspective – they are in different positions on the court and they may identify something that has been missed or should be looked at.

There will be occasions when the officials need to address inappropriate behaviour by players – for example, a delay of game, a player continually questioning calls or high level of contact between players. However, the official should not necessarily confront the player and instead may be more successful if they have a conversation with the player. Standing beside them, instead of in front of them is less aggressive.

The official should also consider the emotional state of the player. Approaching a player whose emotions are high can make a situation worse rather than better. When a foul is first called, players are likely to be more emotional so "running in" to approach them at that time can lead to an even greater response. Instead, give the player a moment to recollect themselves before approaching them.

There will of course be times when something must be addressed immediately, however that will not always be the case. The officials should also try not to be over technical. For example, in a recent continental championship a team made a shot as the shot clock expired to tie the score. The players on the team jumped up in excitement. A referee blew their whistle and run across the court to warn the coach and players to sit down. Whilst it may be technically correct, the situation should not have been handled in this way.

4.5 COMMUNICATION AMONGST THE CREW

TARGET:	TO UNDERSTAND PROTOCOLS THAT WILL ASSIST WITH YOUR COMMUNICATION

Communication requires a systematic standard approach to ensure the correct outcome is achieved.

Referees are often required to communicate throughout the game proactively and reactively to avoid and solve problems.

Referees make decisions based on what they saw and what they heard (the facts). These decisions are made with focus and scrutiny by players, coaches and fans.

Some tips to help with your communication include:

1. Have one conference - Not multiple conferences.
2. Be stationary (stop and breathe) so it doesn't look like panic.
3. Come together and each briefly exchange information on what they saw and heard.
4. Be confident, yet unemotional in voice and gestures.
5. When all the facts are received, make a decision.
6. Establish how the game will be resumed.
7. Finalise your communication before separating.
8. Communicate your decision to everyone.

Communication Checklist

1. What is the decision / outcome we need to achieve?
2. What happened - (what did you actually see / hear)?
3. Gather the relevant information (evidence) from each referee.
4. Process the information and place it in order.
5. What is the decision/s made (confirmation)?
6. How do we resume the game?

Have we finished our communication?

4.6 IMAGE OF THE REFEREE – PHYSICAL FITNESS AND APPEARANCE (COURT PRESENCE)

TARGET:	TO DESCRIBE THE PHYSICAL APPEARANCE OF A REFEREE

A referee should look as strong and as fit as possible. It is human and can hardly be avoided that when a referee is sloppy looking or overweight, the image he creates may bias players and coaches to expect they will referee sloppily and will be late on fast breaks.

He should do his best to have a fit and athletic body and a well-groomed appearance, to be the most credible possible and to show an image of professionalism.

4.7 IMAGE OF THE REFEREE – PRESENTATION AND REPORTING

TARGET:	TO EXPLAIN HOW THE REFEREE IS PERCEIVED BY OTHERS

Referees are already "judged" as soon as they arrive in a gym. They should be aware that the first impression is very often the one that will remain in people's mind. For this reason, they should remember that:

- They should arrive with appropriate clothes and general correct behaviour, not as if they had just woken up one hour before. Otherwise they could give a sloppy image and that could bias the players and coaches to expect that they are going to officiate sloppily.
- They should arrive at the gym with plenty of time before the game starts and they should introduce themselves to the table officials and coaches.

- They should not be "over-friendly" with the players or coaches they may know, this could also – consciously or not – make the opponent team think that you may not be 100% neutral.

Moreover, officials are requested to not 'high/low-five' or 'fist pump' each other when entering into a time-out meeting or at the end of a quarter. Motivation and encouragement towards each other should be done verbally and without the use of overt signals or gestures. It is important to always show neutral and unemotional behaviour as this will contribute to your professional approach and appearance.

4.8   GAME PREPARATION – PHYSICAL WARM-UP AND STRETCHING

TARGET:	TO IMPROVE THE GAME WARM-UP AND THE POST-GAME STRETCHING

It is highly recommended that each referee warms up before the game, same as all teams are doing. FIBA has published a document called "improve your warm-up and stretching".

It explains the different warm-up exercise that fits for the basketball refereeing before the game and two-minutes stretching concept after the game.

Improve your warm up cover

4.9 GAME PREPARATION – FIBA BASIC PHYSICAL FITNESS TEST

TARGET:	TO TRAIN ON THE TEST

It is recommended that participants attempt the FIBA Basic Physical Fitness Test. The test involves the progressively faster running between 2 points 20 metres apart. It is often referred to as a 'beep test'. Generally, the pass mark for the successful completion of the test is 86 laps for male officials and 66 laps for female officials.

(Please refer to level 1 to find details of the FIBA Referees Basic Fitness Test)

4.10 PRE-GAME CONFERENCE AND USE OF FIBA IREF PGC APP

TARGET:	TO KNOW THE TOPICS THAT HAVE TO BE COVERED DURING THE PRE-GAME CONFERENCE AND WHAT FUNCTIONALITIES ARE OFFERED BY THE APP

A pre-game conference is absolutely necessary. Some general topics for pre-game discussion are:

1. Know your areas of responsibility on the floor and avoid having both officials watch the ball and the players immediately surrounding it.

2. Referee the play away from the ball when it is your primary responsibility.

3. With double calls, establish eye contact with your partner before proceeding with your signal.

4. Remember: The official nearest to the play or towards whom the play is moving shall have primary responsibility.

5. Give help when required on out-of-bounds situations, but only when requested to do so by your partner. Get into the habit of establishing eye contact.

6. Try to know at all times, not only where the ball and all the players are located, but also the location of your partner.

7. In fast break situations, especially where the offensive players outnumber those on defence, let the nearest official make the decision on whether or not to call the foul. Avoid the temptation to make a call when you are ten (10) metres or more away from the action.

8. Blow your whistle for a foul only when it has an effect on the action. Incidental-marginal contact should be ignored.

9. Excessive use of hands must not be allowed. A mere touch in itself is not a foul, but any illegal prevention of a player's movement seeking to obtain a new position is a foul.

10. Establish your standards early in the game. The game will become easier to control. Rough and over-aggressive play must always be penalized. The players will adjust to the way you allow them to play.

11. Be vigilant on rebound situations. If a player in an unfavorable position, normally outside, tries to dislodge his opponent on the floor or in the air – it is an illegal contact and a foul should be called.

12. Try to maintain the best possible position and a wide angle of vision between the defensive and offensive players. Be on top of the play having proper distance and being stationary when you make the decision (call or no call).

To help the referees in this matter, FIBA has developed an app that can be easily used everywhere to help the referee's crew to prepare the game.

- You can choose between full court and half court layouts to discuss actions and mechanics
- You have access to a detailed officiating glossary with a lot of useful technical terms
- You have access to a pre-game checklist that includes game control, technical control, contacts and criteria, violations, IOT and 2PO mechanics
- You can consult easily the updated rules, interpretations and other documents
- You can set the App to change the language

4.11   OBR/OBRI

TARGET:	TO KNOW HOW AND WHERE IT IS POSSIBLE TO READ THE RULES AND INTERPRETATIONS

In this document, the OBR is regularly mentioned.

But the referees shall also study the OBRI, which are the interpretations of the rules. Indeed, the rules express principles rather than play situations

They cannot, however, cover the rich variety of specific cases that could happen during a game.

That is why the Interpretations can help Officials as they give examples of specific situations that may occur during the game, having in mind that the Rules shall remain the principle document governing FIBA basketball.

The official rules and interpretations can be found on the iRef PGC App, or on www.fiba.basketball. They are regularly updated with new or modified articles indicated in highlighted text.

http://www.fiba.basketball/documents

4.12 SELF-ASSESSMENT AND REFLECTION

TARGET:	HOW TO SELF-ANALYZE YOUR GAME

Self-assessment of your game is an essential element in improving performance. After the game, you and your colleague should be able to:

- Analyze the globality of the game (technical analyze, key moments etc…)

- Be honest about your personal feeling of the game: what was good according to you and what has to be improved

- Talk about specific situations that occurred

- If possible (recommended), watch the video of the game to note the judgment errors and the problematic mechanics points.

If a referee instructor was at your game, consider the points raised, (both positive and improvement areas) and work out a plan on how best to strengthen the positives and improve the other areas. Being honest in your assessment of your performance and accepting feedback from others is the best way to start the improvement process.

REFEREEING / IOT

CHAPTER 5

REFEREEING / IOT

5.1   INTRODUCTION

INTRODUCTION

Individual Officiating Techniques (IOT) isthemost important foundation foreither 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 refereeson 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 analyzing 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 defense

c) Always look for illegal actions to call (Active mindset).

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.

5.2   GLOSSARY

OBVIOUS PLAY	Play that has to be covered correctly in all cases (no excuses)
COVERAGE	the vision of 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
DUAL COVERAGE	Area of responsibility and actions that two referees have overlapping primary responsibilities on the same area or play
OFF THE BALL	All aspects of play not directly involving the player with the ball and players closely adjacent to them
PERIPHERAL VISION	To see widely to either side while looking straight ahead.
SECONDARY (COVERAGE)	Area of responsibility and actions that referee is able to cover after ensuring that primary coverage is covered
	Foul called
	Referee blowing the whistle
CROSS STEP	When play starts to progress in one direction and the primary referee takes steps to opposite direction
SCAN THE PAINT	When the Lead rotates on the endline, he needs to scan the paint for illegal off-ball activities or if no players, next action area
REFEREE THE DEFENCE	The priority when refereeing on ball is to focus the attention on the legality of defensive player while keeping the offensive player with the ball in your field of vision
CLOSE-DOWN	The position of the Lead where he should move before the actual rotation starts

CREW	The crew includes a Crew Chief (CC) and one or two umpires called Umpire 1 & 2 (U1 & U2)
WORKING AREA	Area where a referee normally operates most of his time in this position
OPEN ANGLE	Clear view of the action in a referee's primary/secondary coverage area. Never leave an open look
CLOSED ANGLE	A stacked or straight-lined view of the action area in a referee's primary/ secondary coverage area
SWITCH	This refers to a dead ball situation when the calling of a foul necessitates a switch in position by the officials. The official who calls the foul always moves to the opposite side after reporting the foul to the scorer's table. Whenever there is a throw-in situation, two officials are always on the ball-side

5.3 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. This is not necessarily the case.

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 that the players' movements look slower than at the court level. They only appear to look that way, but obviously they are not. Distance also creates a wider angle to see more players at the same time (see D12)

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):

a) The possibility of an "emotional call" or reaction decreases.

b) He can maintain a perspective as movements look slower

c) He can maintain a wide angle, which increases the possibility of seeing more players in the field of vision.

d) 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:

a) His eyes are <u>not bouncing</u> and <u>concentration increases</u>

b) <u>A Correct decision is more likel</u>y as focus and concentration increase

IT IS IMPORTANT THAT A REFEREE <u>MUST</u> <u>MOVE</u> TO BE IN THE <u>RIGHT POSITION</u> TO SEE THE GAP (THIS IS DIFFERENT THAN POSITION ADJUSTMENT); AND MUST DO SO AS QUICKLY AS POSSIBLE. STOP, OBSERVE AND DECIDE.
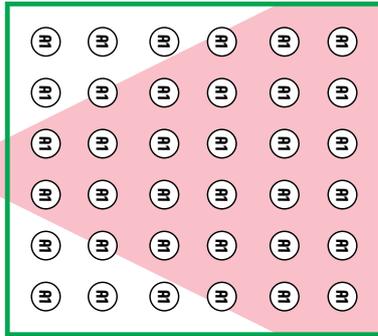
D12 - Proper distance creates wider angle and the referee is able to have more players in his field of vision at the same time. Example in the first row 2 players, second row 3 players, third row 4 players, etc. Totally 26 players out of 36 (72%)

5.4 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.

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).
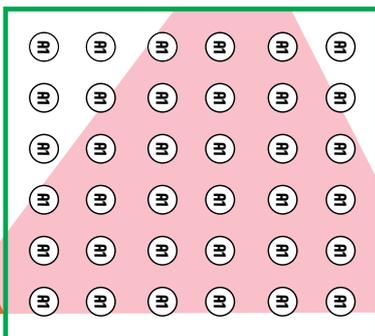
D13 - It is important to find a position and angle on the court where the referee is able to observe as many players as possible. If you compare the number of the players covered with D12, you will find that with 45° and an "edge of the play" adjustment, a total of 32 players out of 36 (89%) are covered at the same time.

5.5 CONTROLLING THE GAME AND SHOT CLOCK

TARGET:	TO LEARN TO CONTROL THE GAME WHEN THERE IS A NEW POSSESSION AND WHEN THIS IS THE END OF A QUARTER

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:** A. Pick up the last two digits of the game clock. B. Example: 6:26 -> pick up the 26. C. Whenever you have to correct the shot clock, you know the game clock time and when the shot clock period started. 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.	
Most common situations when errors occur with timing.	A. Jump ball - legally tap (start game clock) and first possession (shot clock) B. Out of bound play (stop game clock) C. Throw-in (start game clock) D. Rebound play - new possession (shot clock) E. Saving ball from out of bounds play (if new control or not – shot clock) F. "Loose ball" but not a change of team control (re-set clock by mistake)	

LEARN TO CONTROL GAME AND SHOT CLOCK IN THE END OF QUARTER

New team control and 24.0 seconds or less on the game clock.	**When you have 24.0 seconds or less on the game and there is a new team control**	
	1. One of the referees indicates this by showing one finger. 2. The other referee will copy the signal (mirroring). 3. This means: it is possible that the quarter will end during this team's control. 4. 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).	
Procedure when signal sounds / LED lights appear for the end of the quarter.	1. Referee blows the whistle immediately and raises his hand.	
	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).	
	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.	
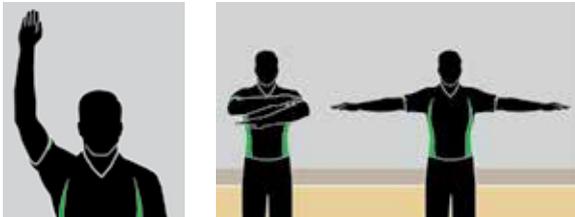
REFEREEING / 2PO

CHAPTER 6

REFEREEING / 2PO

6.1　2PO / COURT COVERAGE

6.1.1　2PO / COVERAGE, POSITIONING AND RESPONSIBILITIES

RECTANGLE 1
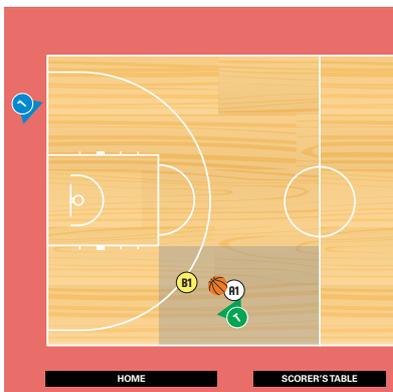
D14
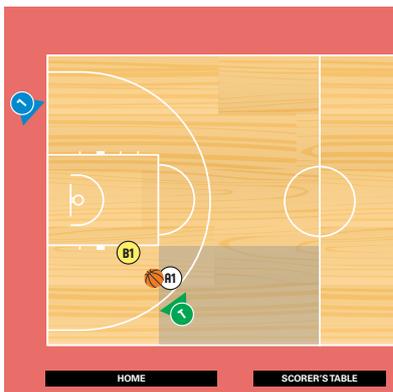
D15

In D14 and D15, the ball is in rectangle 1. The Trail is responsible for watching the play around the ball, particularly the player dribbling, shooting or passing the ball and the defensive player or players guarding him. When the ball is in this rectangle, the Trail has primary responsibility for on-the-ball coverage.

The Lead positions himself so that the ten players are between him and his partner. His main responsibility is the play away from the ball. He should pay particular attention to any possible illegal screens or rough post play.

RECTANGLE 2
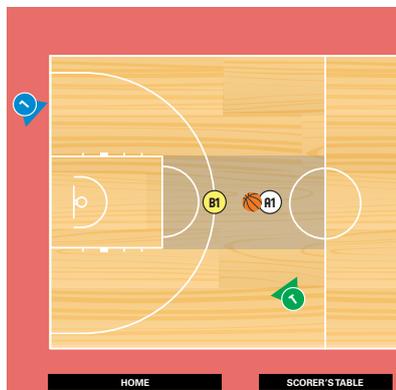
D16
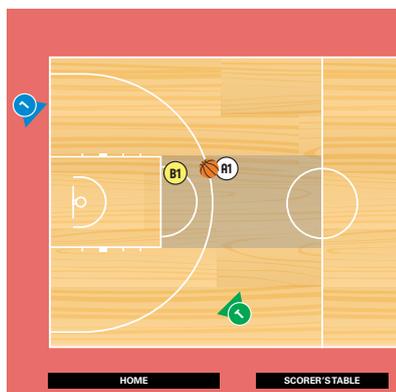
D17

In D16 and D17, the ball is in rectangle 2. The Trail again is primarily responsible for the play around the ball.

Lead has primary responsibility for off-the-ball coverage. By keeping his hips open at approximately 45° to the play and approximately 1 metre from the endline, he will be able to anticipate any possible movement of the ball towards the basket and have a view of the players away from the ball.

RECTANGLE 3
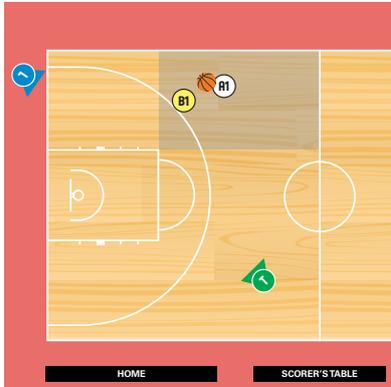
D18

In D18, the ball is in rectangle 3 near the three-point line. In most cases the ball will penetrate into rectangles 4 or 5 on a shot, pass or dribble. To anticipate the action, the Trail must anticipate a move toward his left to cover the play away from the ball.
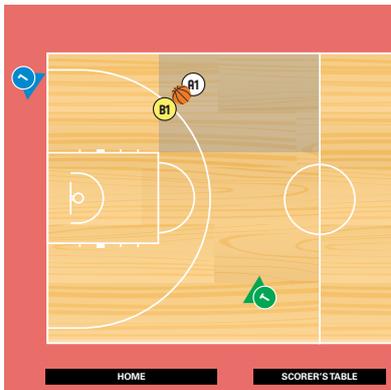
D19

In D19, the ball is rectangle 3, to the Trail's far right. Again, he has primary responsibility for on-the-ball coverage. He does not have primary responsibility for out-of-bounds decisions at the sideline or rectangle 3, but he may sometimes be required to assist his partner.

He will sometimes need help from the Lead to cover three-point field goal attempts, especially when the defensive player blocks his angle of vision. If a three-point field goal attempt is taken by a player straddling the free throw line extended (rectangle 3 and 4), the Trail shall take responsibility for the attempt.

RECTANGLE 3
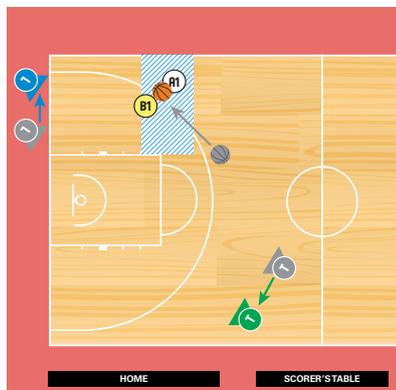
D20

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

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

RECTANGLE 4

D21
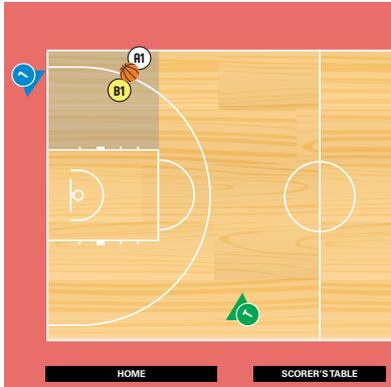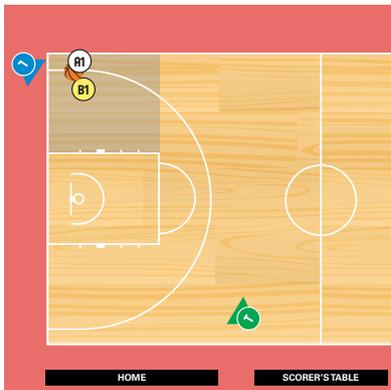
In D21 and D22, the ball is in rectangle 4. The Trail does not have responsibility for the ball and the play around it. When the play is this rectangle, it is his primary responsibility to watch situations away from the ball. His main responsibility is the low post area on the weak side, paying careful attention to possible illegal screening situations and rough play in the low-post.

D22

The Lead now positions himself with hips open to the play. He is responsible for play immediately around the ball. From this position, he will still be able to make decisions when the gall goes out-of-bounds near the sideline to his left. He will also be able to indicate to his partner when a three-point field goal is attempted from this area.

RECTANGLE 5
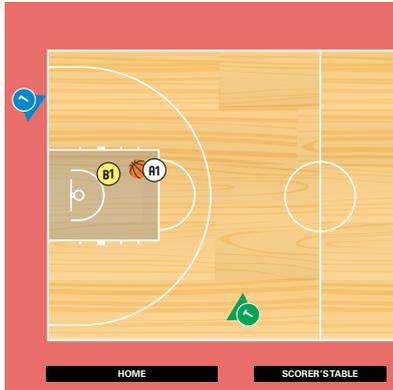
D23
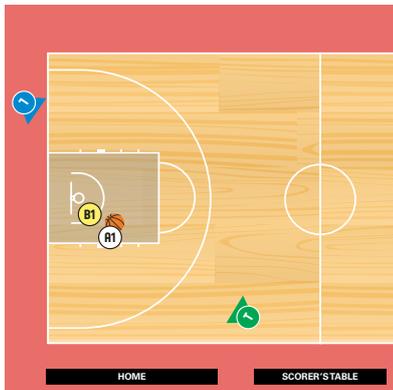
D24

When the ball moves into the restricted area, rectangle 5 (D23 and D24), it is the only occasion on which both officials will be looking at the play around the ball, especially in shooting situations. The Trail also has to be especially vigilant on rebounding situations, paying particular attention to the perimeter players who may be trying to obtain the ball from an unfavourable position.

The Lead official watches the play directly around the ball. He should focus on the defensive player in all shooting or one-on-one situations ("referee the defence") but also be aware of the offensive player's actions.

As the Lead is the closest to the play, he is in the best possible position to make decisions on all contact situations involving the shooter and the defensive player guarding him. It is not his duty to watch the flight of the ball. The Lead should not indicate goaltending or interference violations, and generally not violations related to the ball striking the backboard support structures. These are the responsibility of the Trail.

RECTANGLE 6
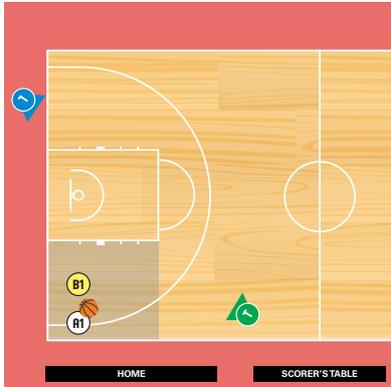
D25

In D25, the ball is now in the three-point field goal area. The Trail is primarily responsible for the ball and the play around it, especially when a shot for a field goal is attempted.

When the ball is wide in rectangle 6 (D25), the Lead has the primary task for off-the-ball coverage. In particular, he watches the low post areas as well as all other players away from the ball, especially those involved in screening situations.
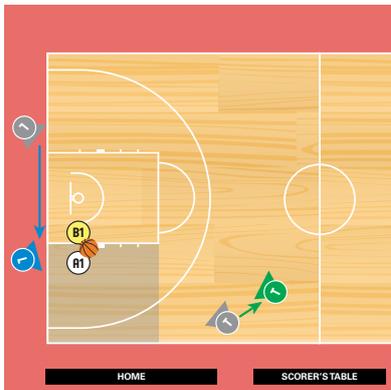
D26

When the ball is close to the low post in rectangle 6, the Lead may move across to cover the play around the ball, maintaining an open angle to observe as many players as possible. This is particularly the case when there is an active low post play with the ball. The Lead should position himself to see as many players as possible, in addition to the low post. If this occurs, the Trail will need to step diagonally upwards to provide help with weak side activity, particularly on the elbows and deep corner of rectangle 4.

RECTANGLE 6
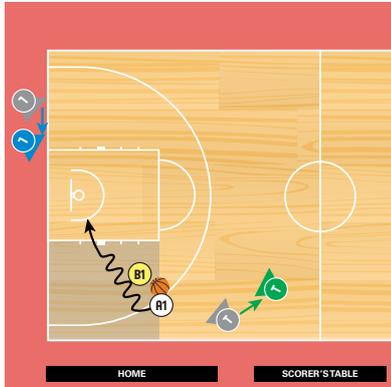
D27

In D27, the ball is in rectangle 6, without post play. Trail is primarily responsible for the ball. If the dribbler drives to the basket, especially along the endline, the Trail will stay with the play until the end and the lead will position himself to assist with this play.

Practical tip: When there is a drive on the left side and when the Lead has not crossed, he should adjust his position and maintain an open angle and Trail shall make a cross-step to his right, which means to simply take 1-2 steps opposite the direction of the players (across their path behind them) to gain or maintain an open look as well.

GENERAL TIPS FOR OFFICIATING:

Trail

-   Switching from on-ball to off-ball coverage: When switching (i.e ball has gone from rectangle 3 to 4 for trail), sometimes there is a tendency for officials to immediately turn away and "show they are working off-ball". For proper off-ball coverage, identify the next action area that requires attention. Sometimes that will be adjacent area to the ball.
-   Look to box-in the players (physically/ visually). Adjust your head and eyes first and let your feet follow.

-   Move onto the floor as needed, including when moving up the floor in transition, to maintain angle and spacing needed to officiate play if it moves to far side of the court
-   Stay engaged with the play and adjust the position to officiate the rebounding contest (either move left, right, forward, backward, as needed) after the shot

Lead

-   Adjust your position to maintain an open angle
-   Also adjust the position to officiate the rebounding contest after the shot

6.1.2   2PO / THREE-POINT ATTEMPTS

In principle Trail is responsible for signalling all 3-point attempts and all successful 3-point field goals. Below you will find some practical cases and their procedure:

If an attempt is from rectangle 1,2 or 6 (green area below):

- Trail signals 3-point attempt

- If basket is successful, the Trail signals the valid basket

If an attempt is from low rectangle 3 (hatched area below):

- Trail signals normally the initial attempt signal but Lead can give help if there is doubt

- If basket is successful, only Trail signals the valid basket

If an attempt is from Lead's side below the free throw line extended (rectangle 4 - blue area below):

- Lead signals 3-point attempt

- Trail mirrors the signal

- If basket is successful, only Trail signals the valid basket
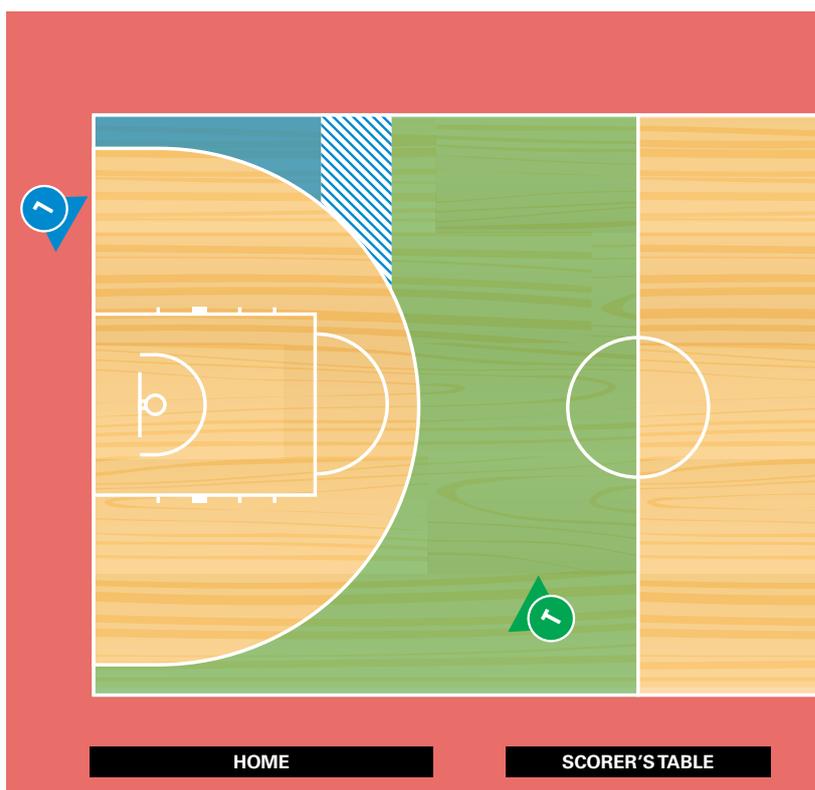
D28

6.1.3 　 2PO / SWITCHING AFTER FOULS

Principle: the calling official generally
remains the Trail or becomes the new Trail.

1A - TRAIL CALLS A DEFENSIVE FOUL (BALL REMAINS IN THE FRONTCOURT - NO FREE THROWS)
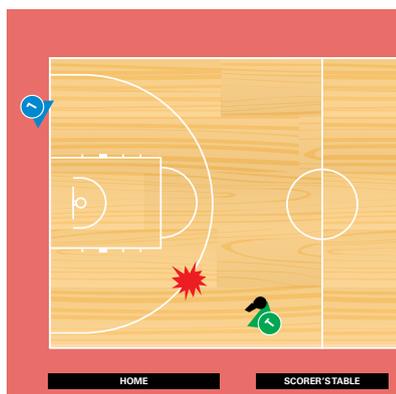
D29
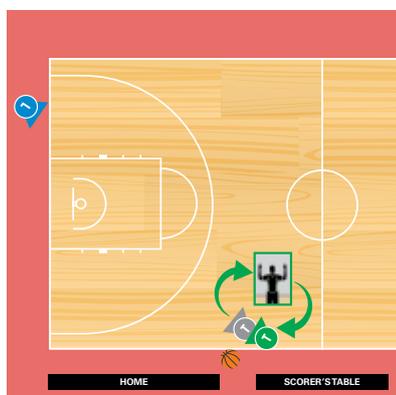
D30 - Trail turns around and reports to the scorer's table, then goes back to his position.

1B – TRAIL CALLS A DEFENSIVE FOUL (BALL REMAINS IN THE FRONTCOURT - FREE THROWS)
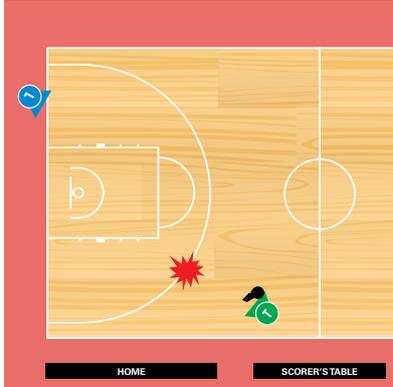
D31
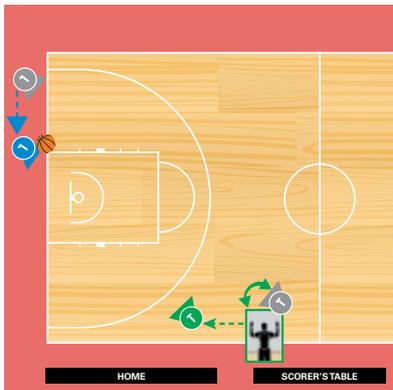
D32 - Trail turns around and reports to the scorer's table then goes back to his position for the free throws.

1C – TRAIL CALLS AN OFFENSIVE FOUL (BALL GOES TO THE NEW FRONTCOURT)
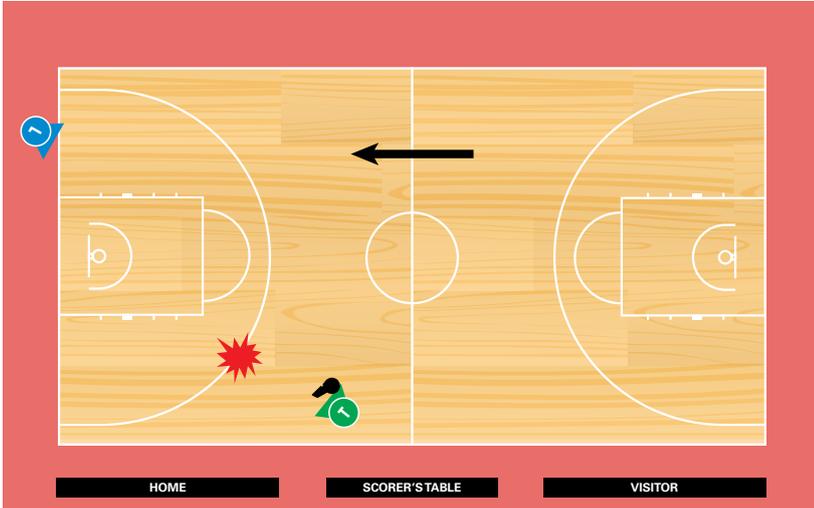
D33
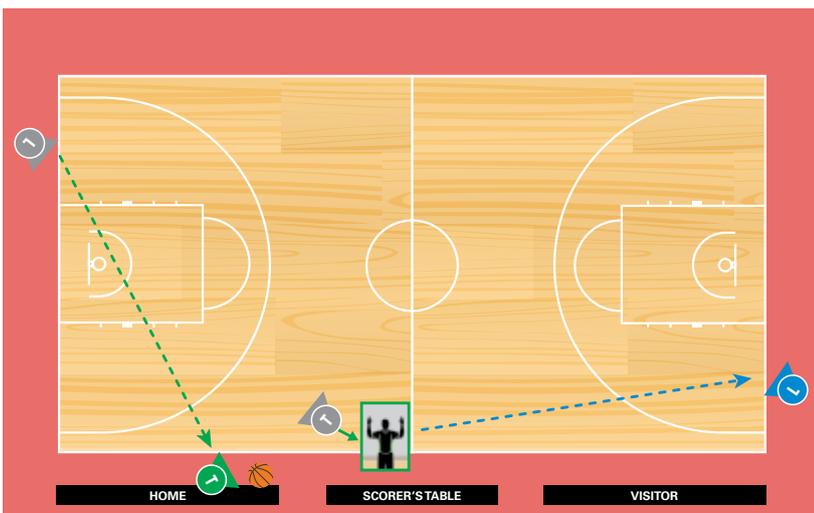
D34 - Trail turns around and reports to the scorer's table then goes to the Lead position. Lead becomes the new Trail and administers the throw-in.

2A - LEADS CALLS A DEFENSIVE FOUL (BALL REMAINS IN THE FRONTCOURT - NO FREE THROWS)
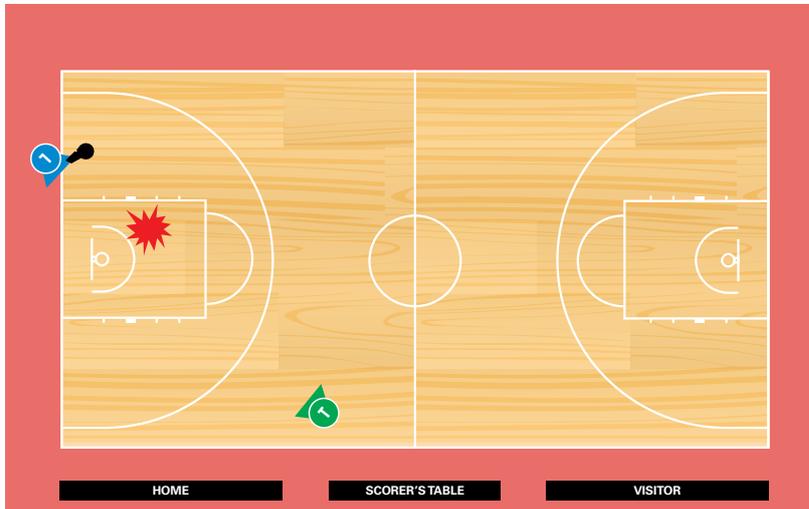
D35
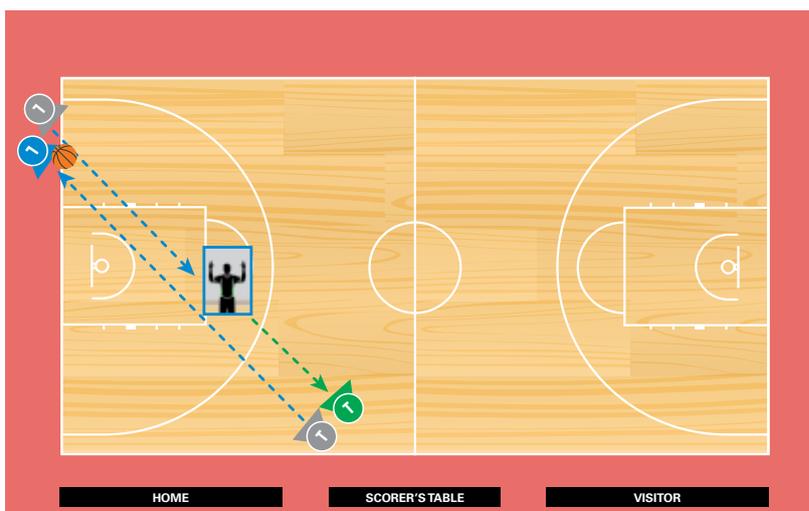
D36 - Lead reports to the scorer's table, then becomes the new Trail. Old Trail moves to the new Lead position.

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2B – LEAD CALLS A DEFENSIVE FOUL (BALL REMAINS IN THE FRONTCOURT - FREE THROWS)
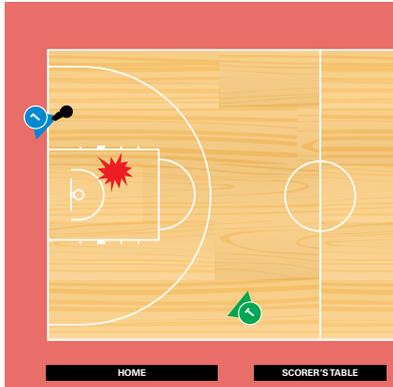
D37
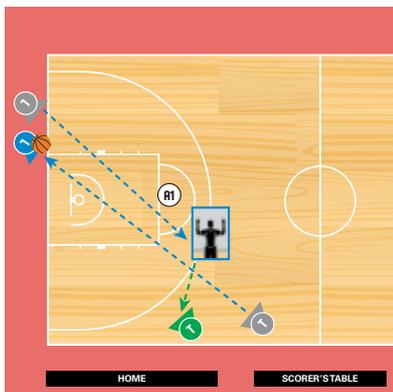
D38 - Lead reports to the scorer's table, then becomes the new Trail. Old Trail moves to the new Lead position to administer the free throws.

2C - LEAD CALLS AN OFFENSIVE FOUL (BALL GOES TO THE NEW FRONTCOURT)
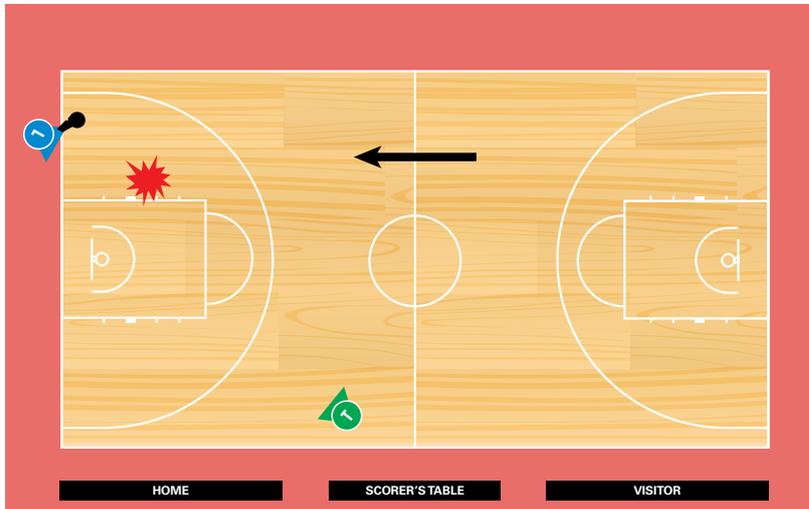
D39
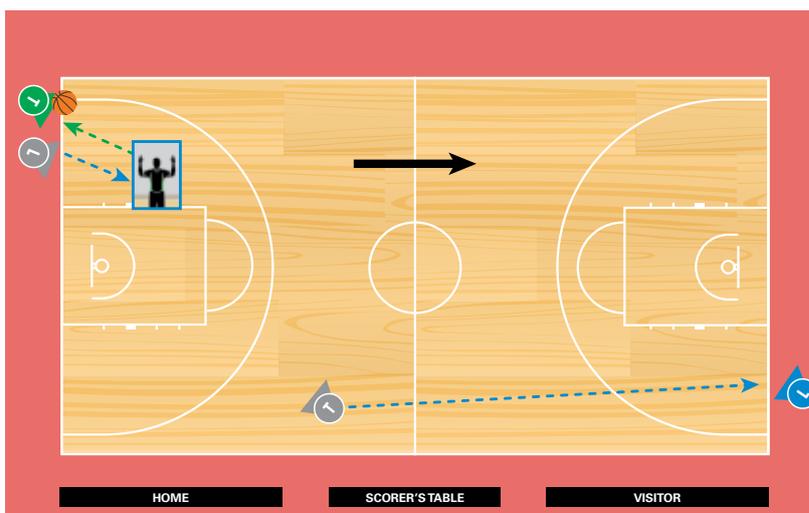
D40 - Lead reports to the scorer's table, then goes back to his position as the new Trail, to administer the throw-in.

3 – DOUBLE CALL
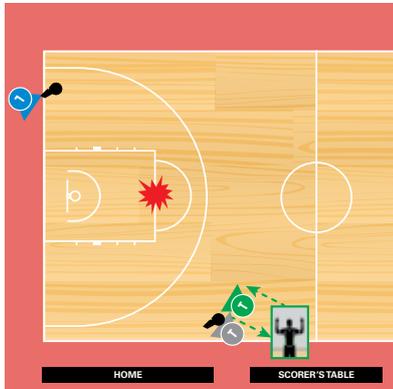
D41- In case both referees call the same play at the same time, they should establish visual contact and communicate to ensure that they have both called the same thing.
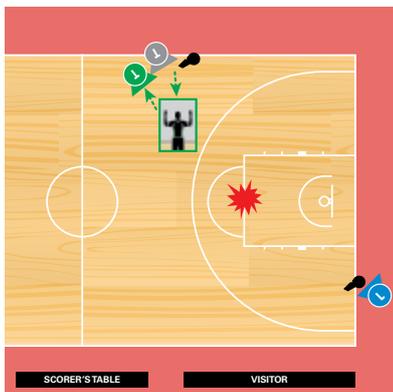
D42 - The Trail reports to the scorer's table and stays in his position, so that to avoid long switches.

6.2   2PO / PRESS DEFENCE

The press situations on the court can create difficulties for the officials. These entail disruption of their normal playing court coverage and the situation requires greater concentration and cooperation. If there are three or more defensive players in the opponents' backcourt during a pressing defense, the Lead official should delay his attempt to reach the endline to help his partner cover the play.

As soon as the ball comes into the frontcourt or the press defence lapses, the lead official moves to his normal position with an open angle on the endline.

D43 - The diagram shows a pressing defensive coverage. Only one defensive player is in the opponent's backcourt and therefore the lead official must watch all players in the half of the playing court nearer to him. The trail official should get as close as necessary to maintain a position three to six meters away from the play, watching carefully for possible fouls and violations.
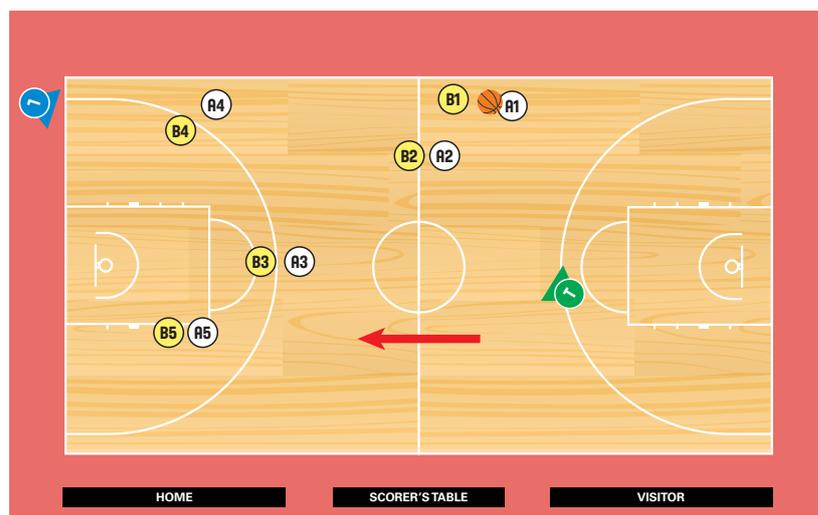
D44 - The diagram D44 shows three defensive players who are in the opponent's backcourt. To help his partner adequately cover this press situation, the lead official will delay his advance and stay on the sideline until the ball crosses the centre line.
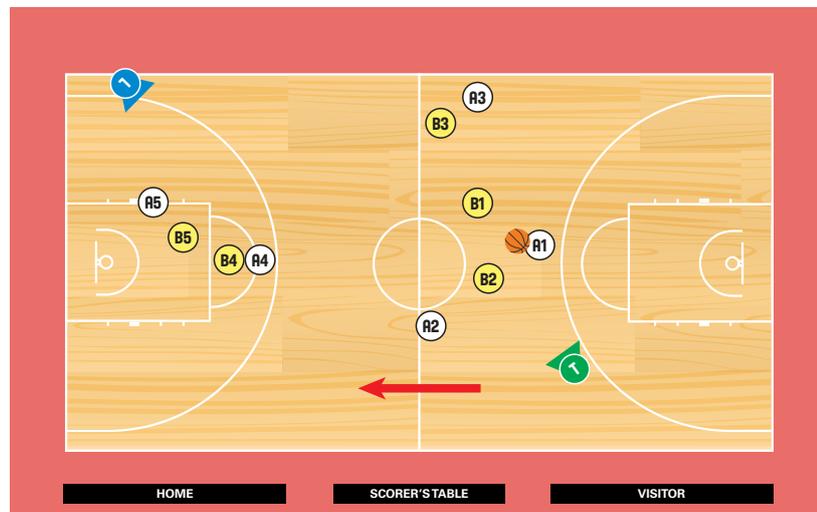
6.3   2PO / TRAPPING DEFENCE

The "closely guarded player" rule rewards good defensive play.

When a closely guarded player (within one normal step) of a defensive player(s) holds the ball, without passing, shooting or dribbling it, for a period of five seconds, it is a violation. Referees should commence a visible count supported with voice, so if a violation occurs it does not come as a surprise to everyone.

All officials must be familiar with the types of defensive play in which the defense establishes numerical superiority on the player holding the ball, and the locations on the court where trapping defenses will commonly occur (usually adjacent to boundary lines and/or the centerline).

Trapping defenses can be difficult plays to officiate and the officials may need to vary their positions depending on the locations of the other players. They need to anticipate the next plays and adjust accordingly (read the play).

6.4   2PO/RESPONSIBILITIES DURING THE FLIGHT OF THE BALL
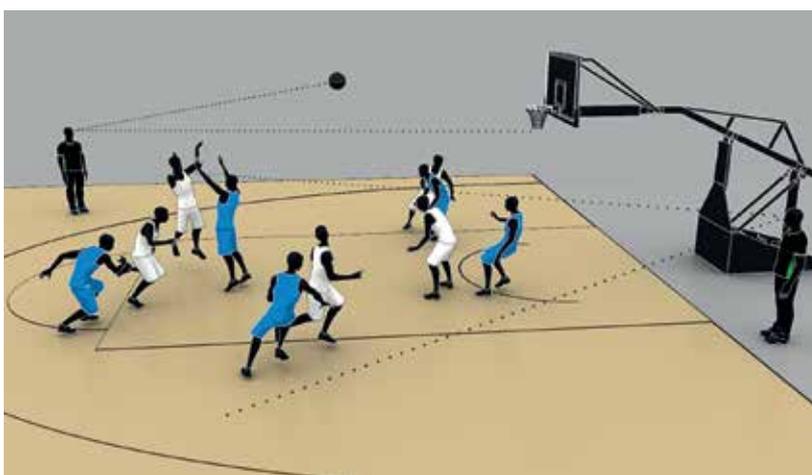
D45

The Trail official is primarily responsible for the flight of the ball. He must determine if the ball has entered the basket by signaling it to the scorer's table. The Lead official concentrates on situations away from the ball.

It is always the official calling the foul who will decide whether a basket should count. The other official should not indicate the success or otherwise of the basket attempt unless necessary to assist his partner, for example:

- The Lead official is unaware that the attempt has legally entered the basket

- Goaltending or interference has occurred

- The ball has entered the basket illegally or as a second attempt

Regardless of which official calls the foul, it is absolutely vital that the trail official watches the flight of the ball to the basket, as well as the players involved in the foul situation.

REFEREEING / 3PO

CHAPTER 7

REFEREEING / 3PO

7.1   3PO / GENERAL

TARGET:	TO LEARN THE KEY PRINCIPLES OF 3PO MECHANICS

Three officials are the bestway to have a game officiated. If it were not, the NBA, WNBA, NCAA, FIBA and all of the top leagues in the worldwould 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 team work 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 in 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.

GLOSSARY:

(REFEREEING) STRONG SIDE	Side of the court where the Lead & Trail are located
(REFEREEING) WEAK SIDE	Side of the court where the Centre referee is located
OPPOSITE SIDE	This refers to the side of the playing court which is furthest away from the scorer's table
BALL SIDE	This refers to the position of the ball. The side of of the playing court on which the ball is located is called the "ball-side".
CENTRE REFEREE	The Centre official is the official who is positioned on the opposite side of the frontcourt from the Lead (usually opposite side-ball) at the free-throw line extended (set-up position). Depending on the location of the ball, Centre may be on either side of the frontcourt
ROTATION	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 Centre side (weak side) and stay there. A change in position by Lead affects changed in position by Centre (to Trail) and Trail (to Centre)

D46 – Weak side / strong side (= ball side)

7.2   3PO / PRE-GAME, JUMP BALL & START OF THE QUARTERS

POSITIONING PRE-GAME AND HALFTIME: TWO REFEREES ARE WARMING-UP AND ONE IS OBSERVING TEAMS

D47 – Standard pre-game position
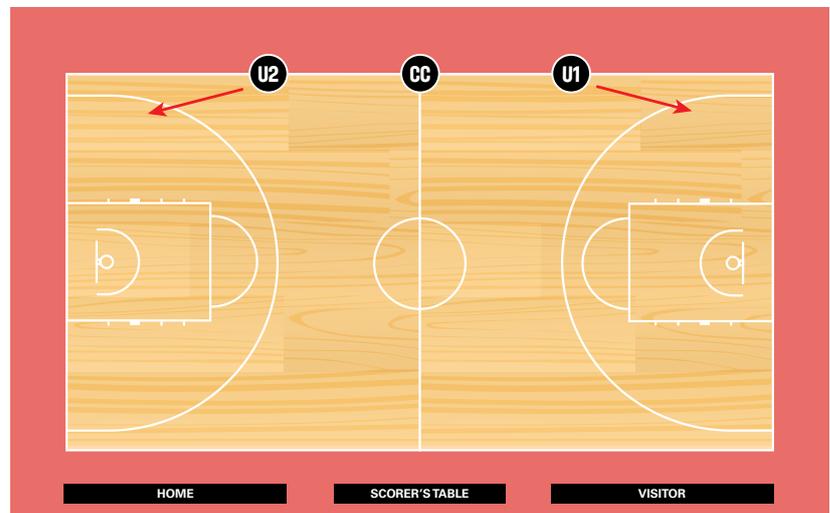
D48 – Optional pre-game position when two referees can warm-up all the time
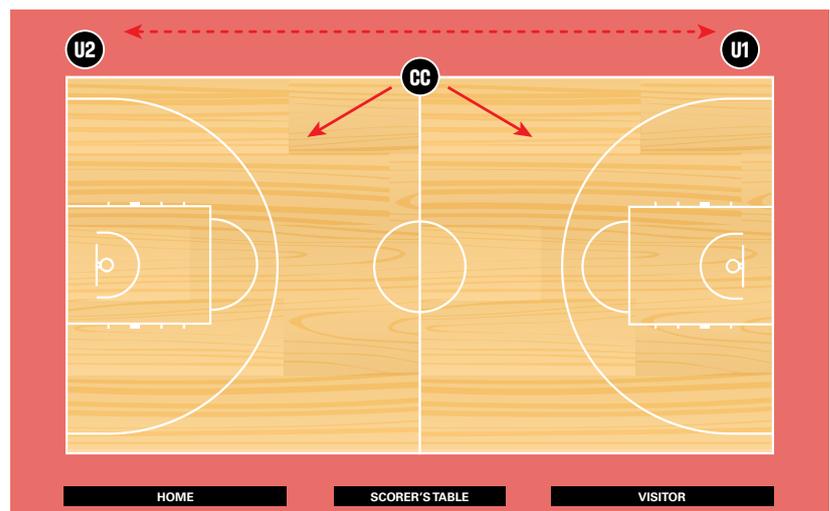
TO START THE GAME (JUMP BALL), REFEREES SHALL TAKE FOLLOWING POSITIONS:

1. The Crew Chief (CC) is responsible for the toss in the jump ball situation from a position facing the scorer's table.

2. U1 is table-side close to midcourt line and U2 is opposite side at the throw-in line.

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.

D49 - The Crew-Chief (CC) administers the toss and U1 islocated close to mid courtline to observe possible poor toss and violations by jumpers,U2 islocated opposite site observing the possible violations by non-jumpers
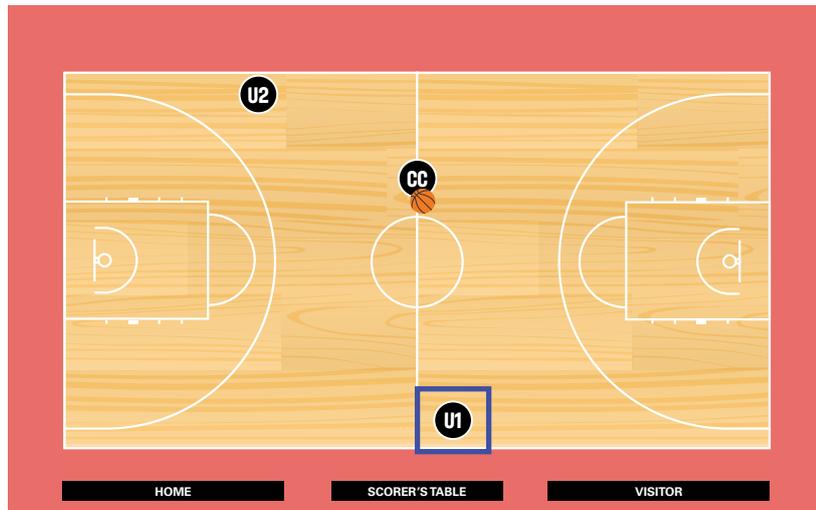
PLAY GOES TO THE RIGHT:

D50 - U1 becomes Lead, U2 becomes Center and the Crew-Chief moves to the sideline where was U1 and becomes Trail
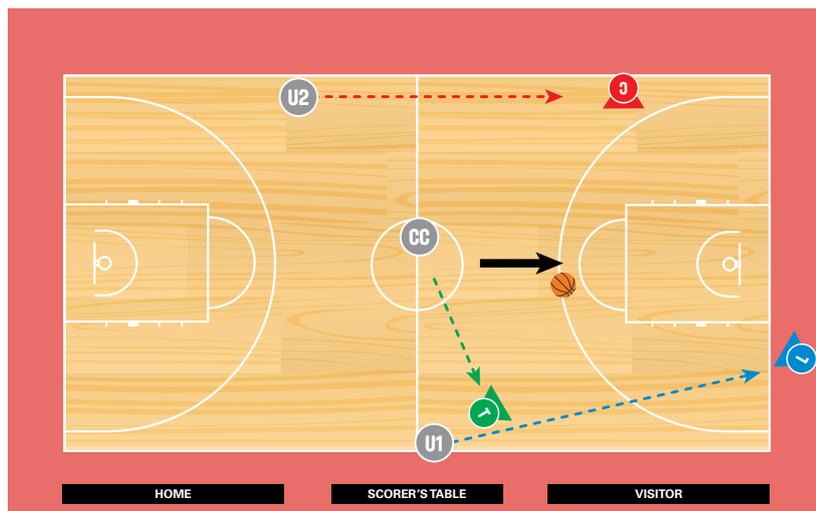
PLAY GOES TO THE LEFT:

D51 - U2 becomes Lead, U1 becomes Center and the Crew-Chief moves to the sideline where was U2 and becomes Trail

HOME   SCORER'S TABLE   VISITOR
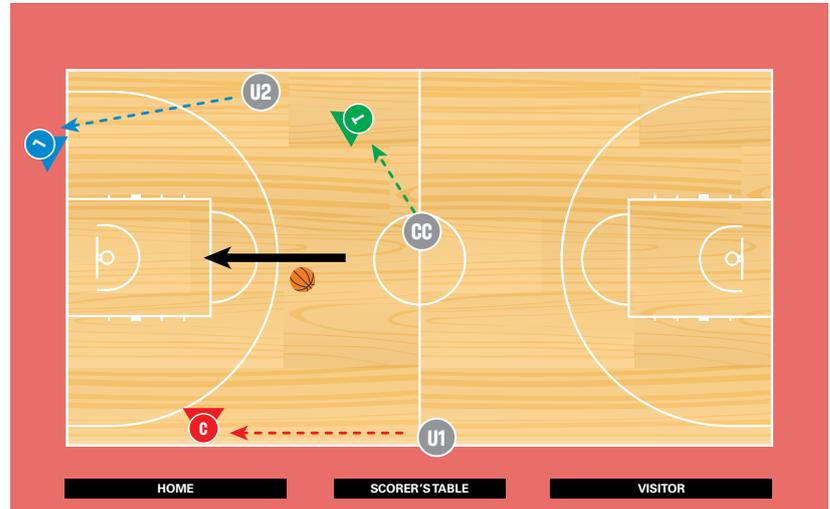
START OF THE QUARTERS 2,3 & 4:

The positioning of the referees is:

- The Crew Chief administers the throw-in at midcourt and becomes Trail (D52)
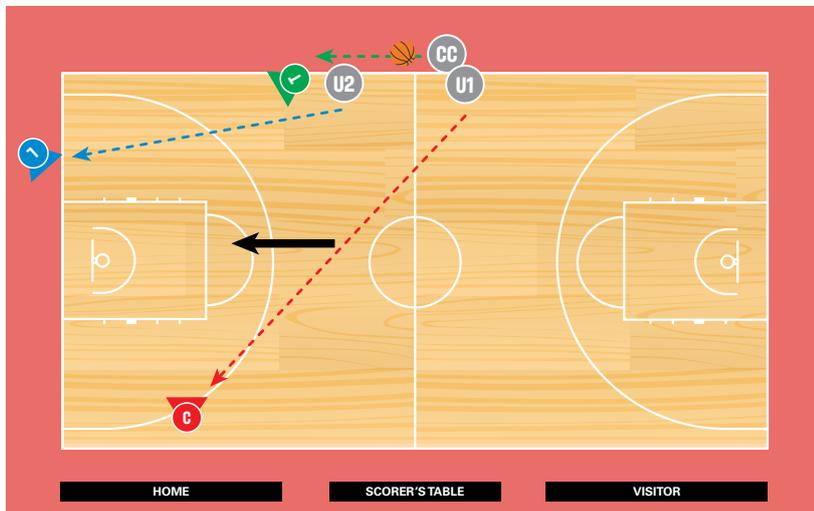
- U1 and U2 position themselves in Lead position opposite side and Centre position table side (D53)
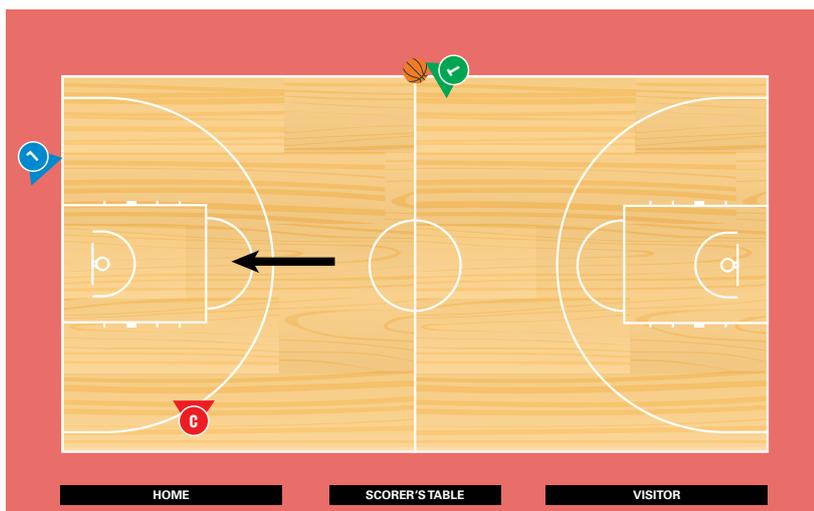
7.3　3PO / BASIC POSITIONS

7.3.1　COURT COVERAGE

3PO HAS 3 BASIC POSITIONS AS EXPLAINED EARLIER:

1. Trail, who is on the court and normally close to mid-court line, facing the basket with a 45° angle

2. Lead, who is outside the court on the endline both sides of the basket, facing the basket with a 45° angle.

3. Centre, who is on the court at the free-throw line extended, facing the free-throw line circle.

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 (Trail & Lead = 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) and Functional (dynamic) which will have naturally overlapping or dual coverage in the same primary.
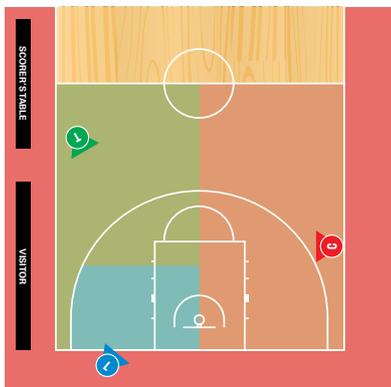
D54 - Court coverage in principle by all Trail, Lead and Centre when the Lead is located on the table side
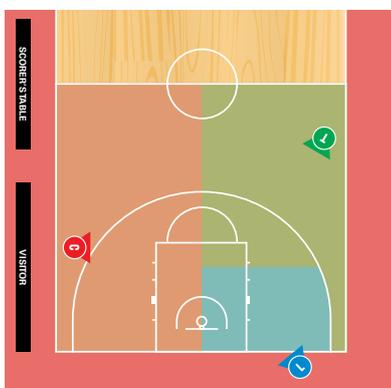
D55 - Court coverage in principle by all Trail, Lead and Centre when the Lead is located on the opposite side
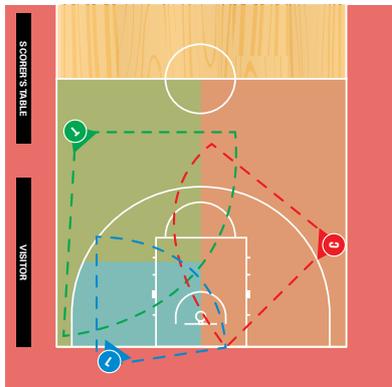
D56 - The functional court coverage by all Trail, Lead and Centre when the Lead is located on the table side
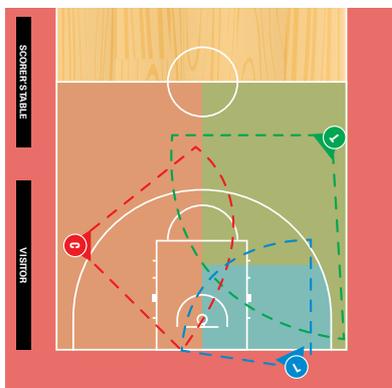
D57- The functional court coverage by all Trail, Lead and Centre when the Lead is located on opposite side

7.3.2 LINES' COVERAGE BY THE REFEREES

D58 - Lines' coverage

1. Lead is responsible for the endline

2. Trail is responsible for the sideline next to him (either left or right, depending on where he is located on the court, left or right), and the centre line: On D58, he is responsible for his right-side line

3. Centre is responsible for the line next to him, on D58 it is his left-side line
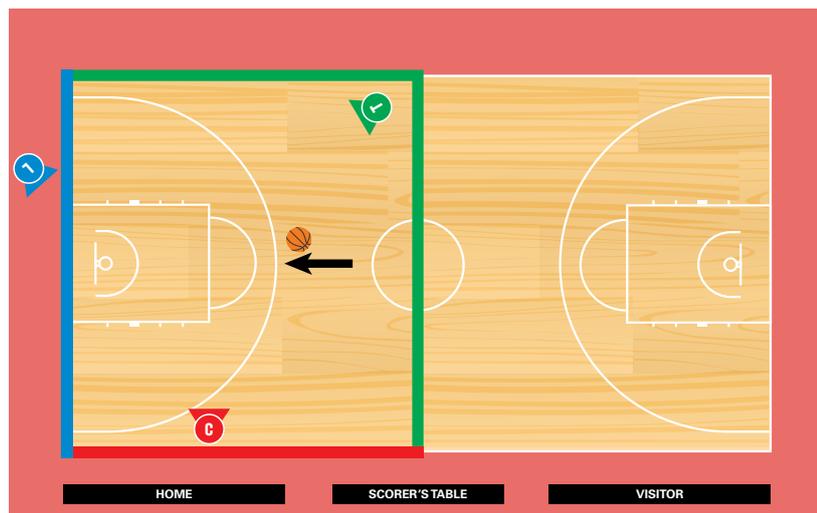
7.3.3 TRAIL POSITION

Trail working area is between team bench area line and centre line. The Trail should be able to control a wide area if he keeps a proper distance from the players with an active mindset to analyse the next movements of the players. Trail normally works on the court and remains behind the play.
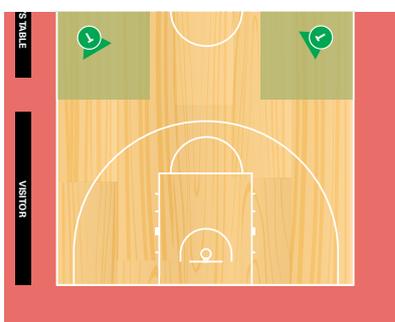
D59 - Trail working area is between team bench area and centre line. If ball moves too close to strongside sideline, Trail should take one- two steps on the court to maintain wide angle.

7.3.4   CENTRE POSITION

Centre working area is between thetop 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 (including during transition).

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).

D60 - Centre normally moves in the transition from backcourt to frontcourt free throw line extended, facing court and covering possible any weak side transition.
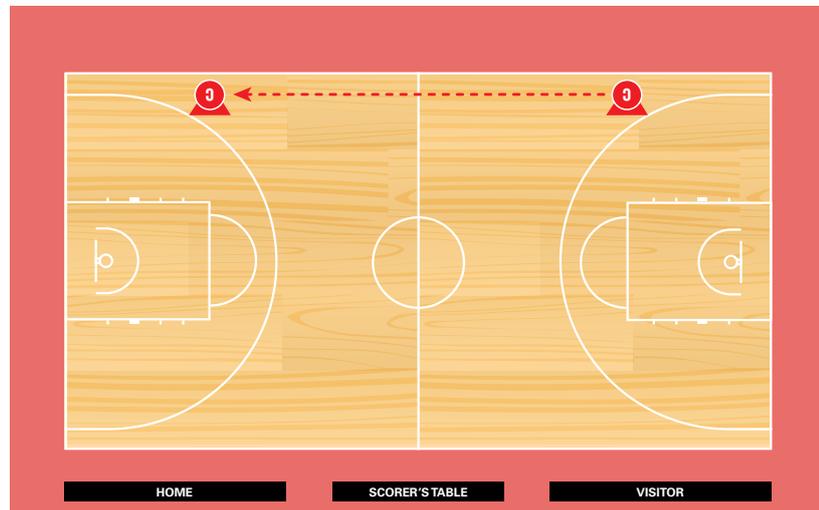

D61 - Centre's set-up position is at the free-throw line extended and working area from top of the free-throw circle to the imaginary bottom of the free-throw circle.
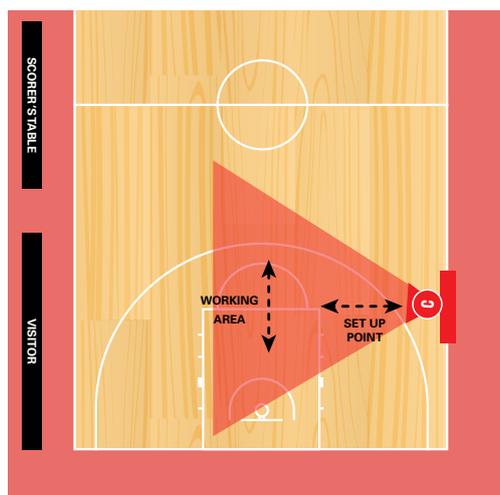
7.3.5   THROW-IN POSITION

D62 - When the throw-in is on the frontcourt's endline, between 3-point line and edge of the backboard, Lead position is outside of the throw-in spot (Centre has to be ready to cover his side). Trail mirrors the "time-in" signal to the table.
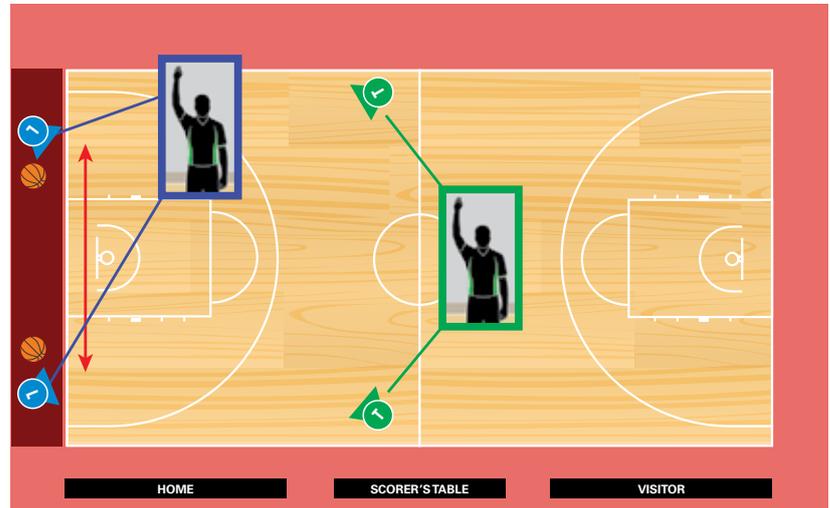
D63 - When the throw-in is in the frontcourt's endline, between 3-point line and sideline, Lead position is between basket and throw- in spot. Trail mirrors the "time-in" signal to the table.
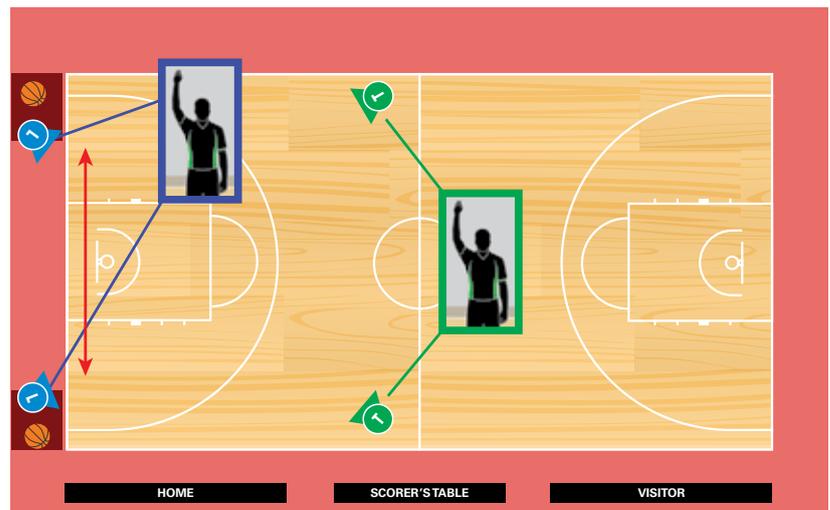
7.3.6 FREE-THROW POSITION

THE SEQUENCE IS THE FOLLOWING:

D64 - Center only indicates the number of free-throws.
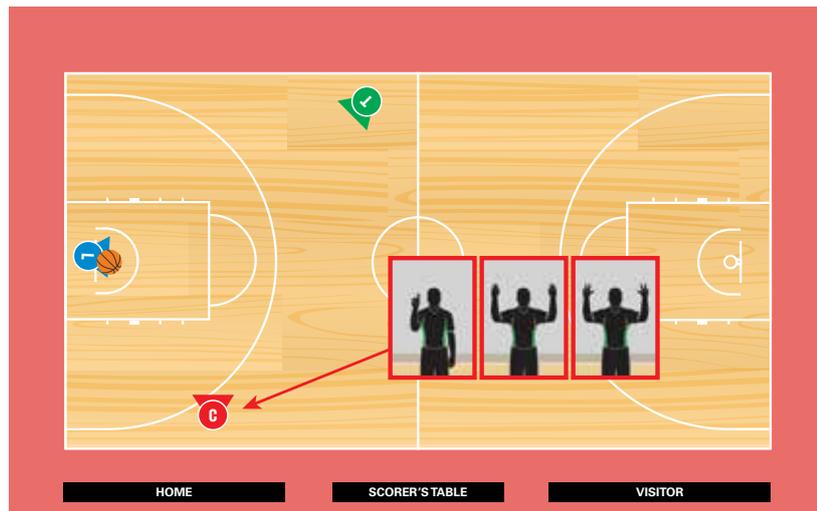
D65 - On the 1st free-throw followed by others, Centre is in charge of checking that there is no violation from the shooter.
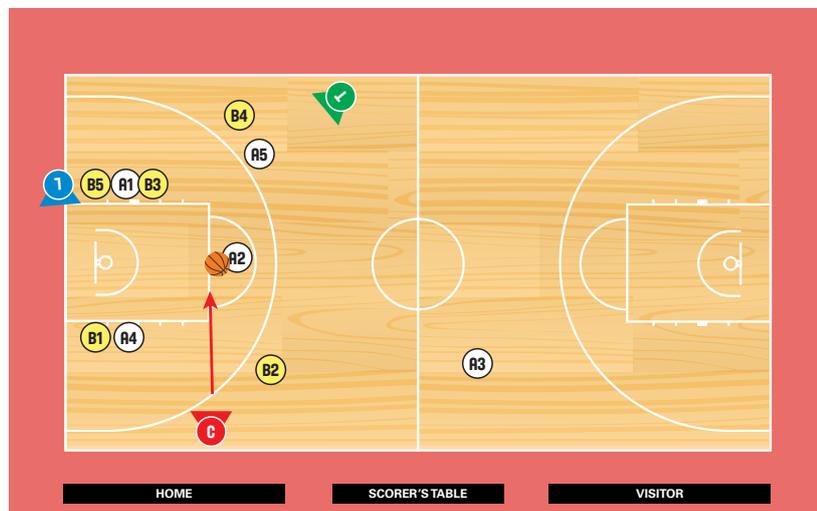
D66 - Where a violation occurs during the free-throw, the official is to immediately blow his whistle to indicate the violation. This is to ensure there is no escalation of activity after a violation occurs.
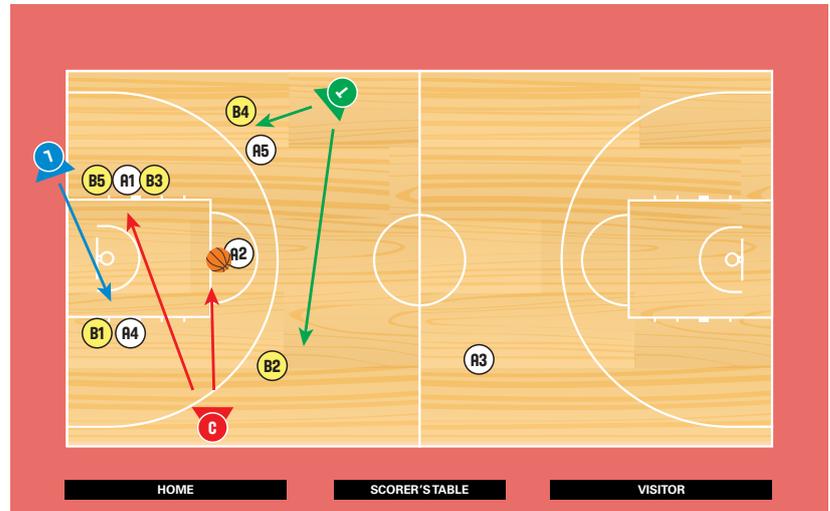
Violation by the defensive team: If the basket is made, play on. If the basket is not made, the shooter is entitled to another free-throw.

Violation by the offensive team: If the basket is made (and the violation is not by the shooter), play on. If the basket is not made, the opponent team shall have a throw-in.

Violation by the free throw shooter: If the basket is made or if the basket is not made, the opponent team shall have a throw-in.

7.4   3PO / ROTATION

The successful outcome of 3PO dependson 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 mindset 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. Lead, Trail & Centre must constantly be aware of when and 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 the ball moves to the weakside) and(3) proper technique (assess, move sharply, no hesitation).

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.
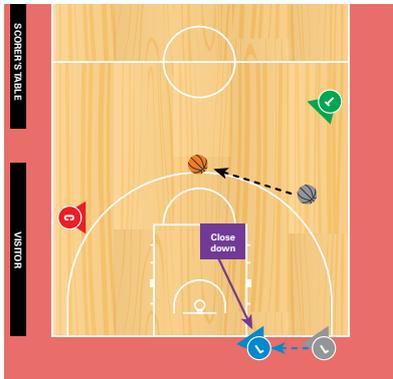
D67 - Ball moves and remains at rectangle 2 – Lead moves to close-down position.
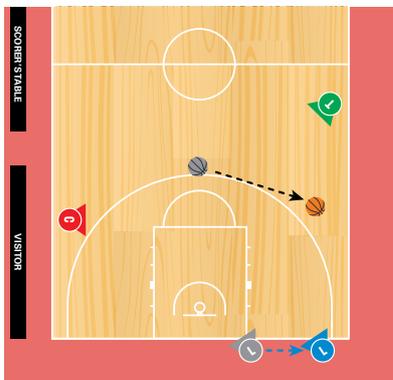
D68 - If the ball moves back to the strong side – Lead moves back to his initial position.
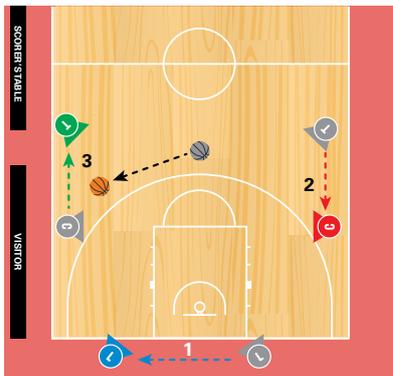
D69 - If the ball moves to rectangle 3, Trail and Lead should move at the same time as shown on the above diagram (1 –2), and once Lead has arrived, Center should position himself as the new Trail (3).

7.5 3PO / TRANSITION

When ball moves to the new frontcourt, the referees' positions will change as follows:

1. Trail becomes a new Lead and runs to the endline of the new frontcourt.

2. Lead becomes the new Trail and trails the play behind all players to the new frontcourt 3- Centre will move to the new Centre position of the new frontcourt.

3. Centre will move to the new Centre position of the new frontcourt.

D70 - Centre normally moves in the transition from backcourt to frontcourt free throw line extended, facing court and covering possible any weak side transition.
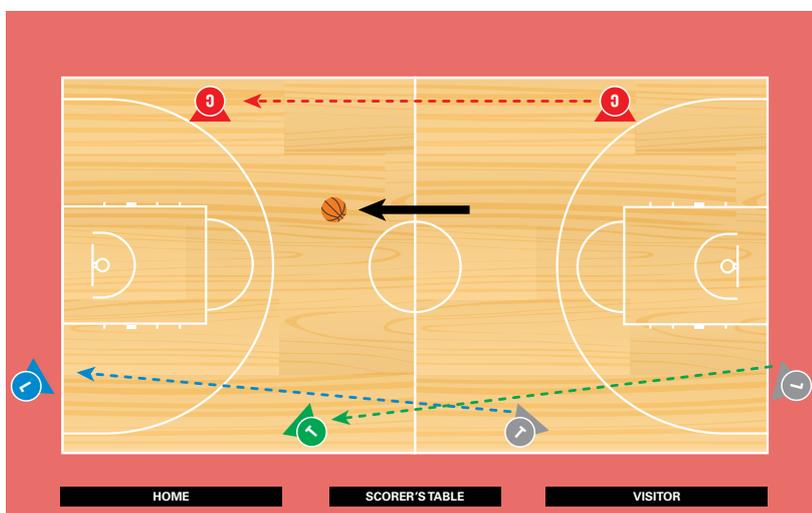
7.6 3PO / SWITCHES AFTER FOUL

Basic principles for switching positions after a foul is called and the ball remains in the frontcourt:

a) The referee who calls and reports a foul resulting in a throw-in will always go opposite from the scorer's table as Centre or Trail.

D71 - Lead calls table side, reports and switches with Centre. Trail does not move.
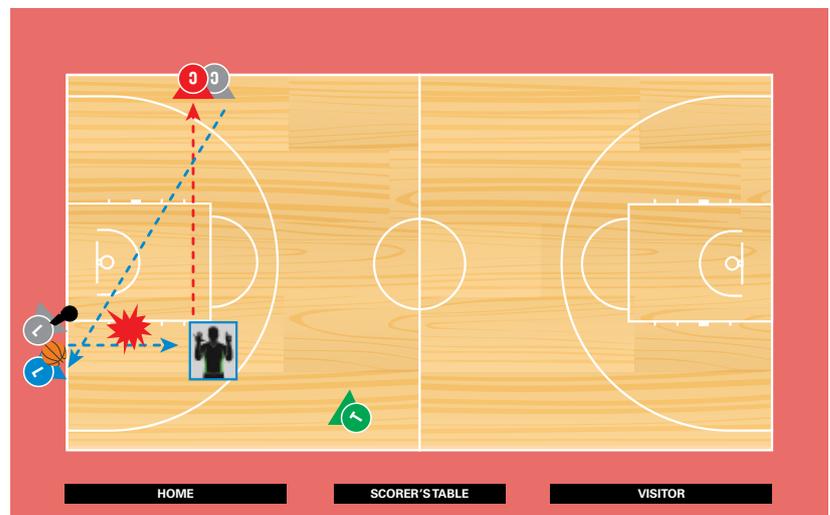
D72 - Trail calls table side, reports and switches with Centre. Lead does not move.
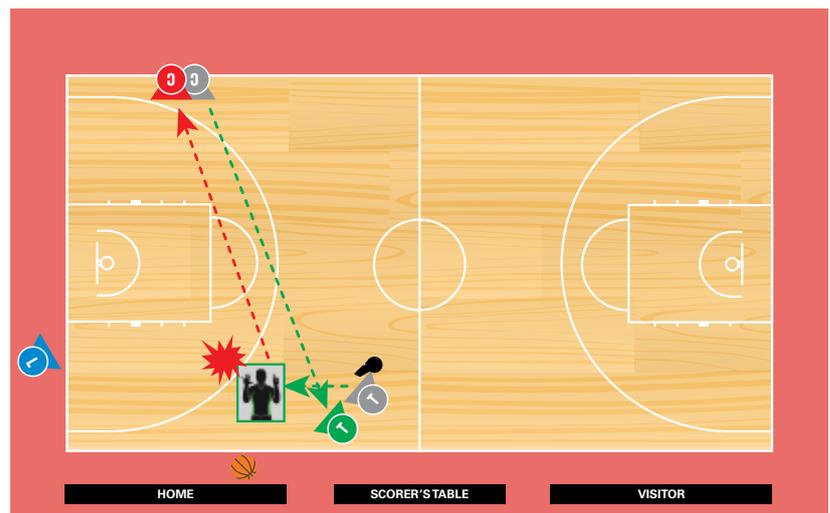
D73 - Lead calls opposite side, reports and switches with Trail. Centre does not move.
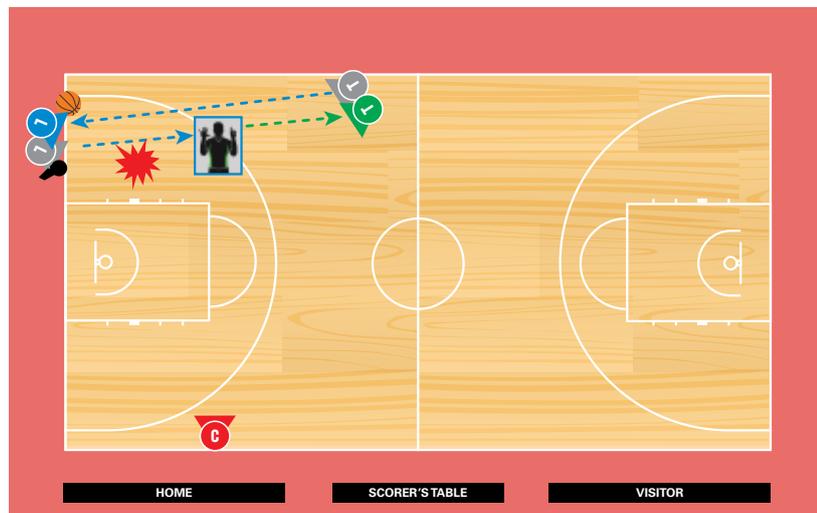
D74 - Trail calls opposite side, reports and comes back to his position. Centre and Lead do not move.
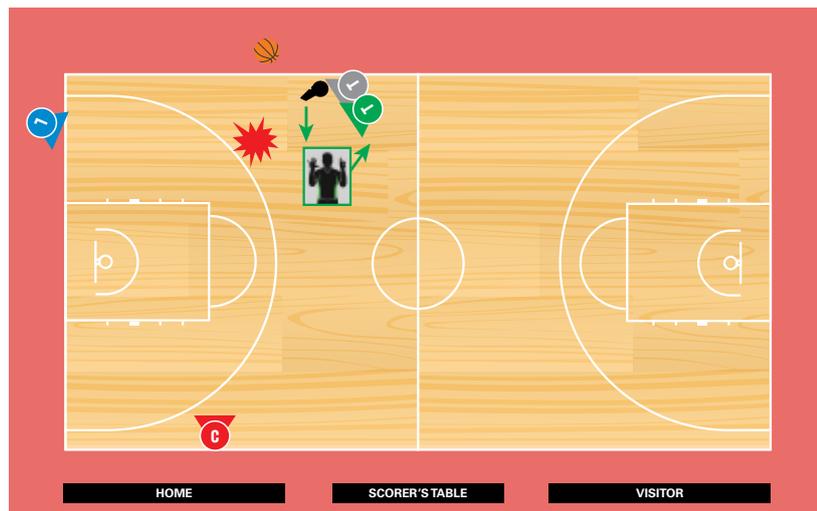
D75 - Centre calls table side, reports and switches with Trail. Lead moves to his right side.
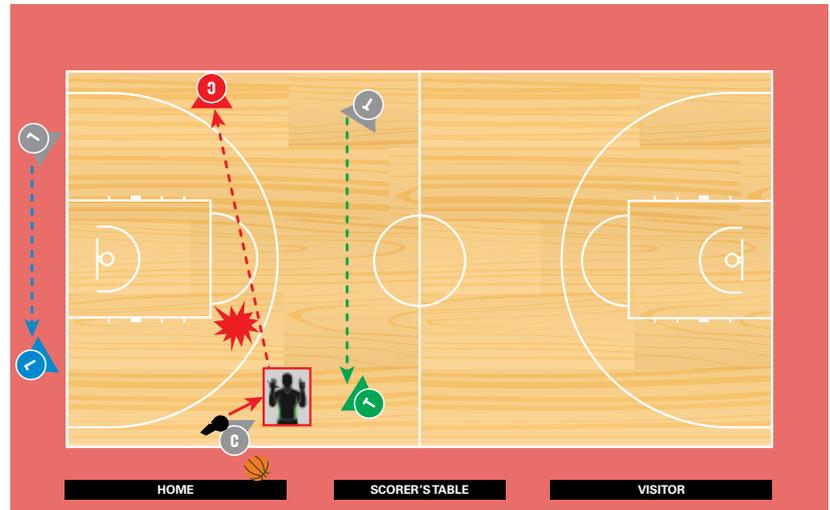
D76 - Centre calls opposite side, becomes the New Trail, Trail becomes the new Centre and Lead moves to his left side.
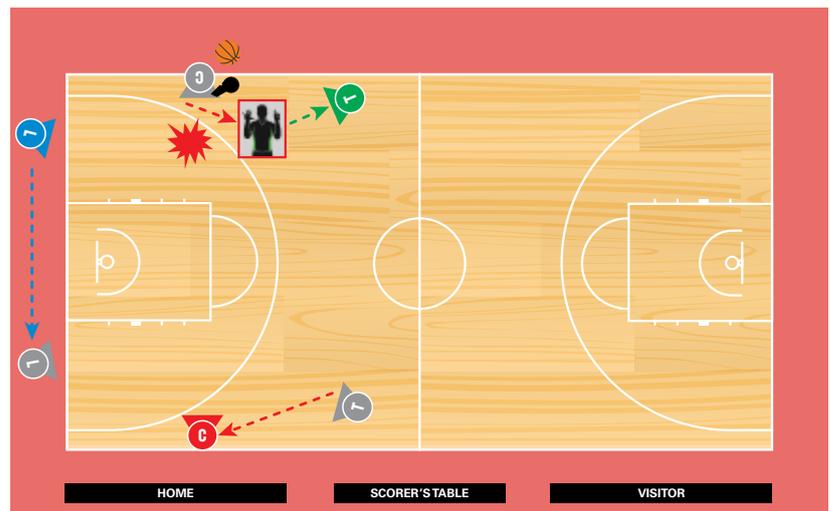
Few examples of switching after a foul is called on table side and opposite side. Referee who calls and reports the foul will move to the opposite side of the court in new position (Trail, Centre or Lead). The two remaining referees fill up the empty spots.

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:

D77 - Trail and Centre call the same foul, Centre reports, because he is already in the opposite side (no need to switch).
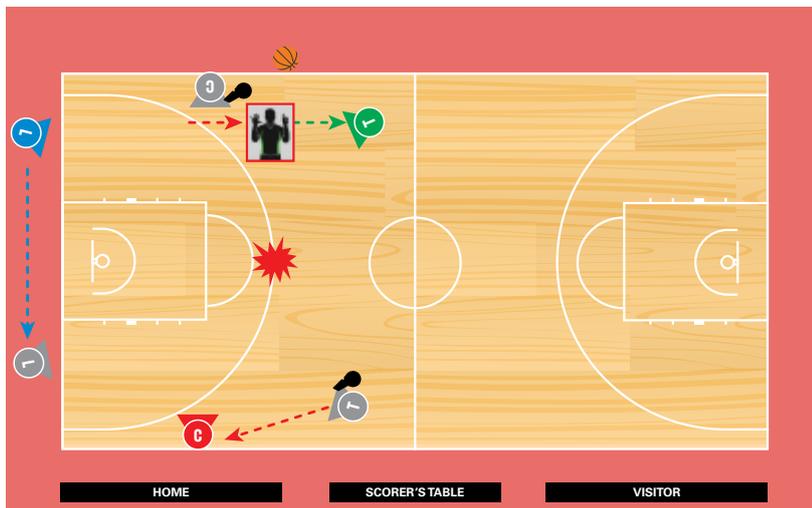
D78 - Trail and Centre call the same foul, Trail reports, because he is already in the opposite side (no need to switch).
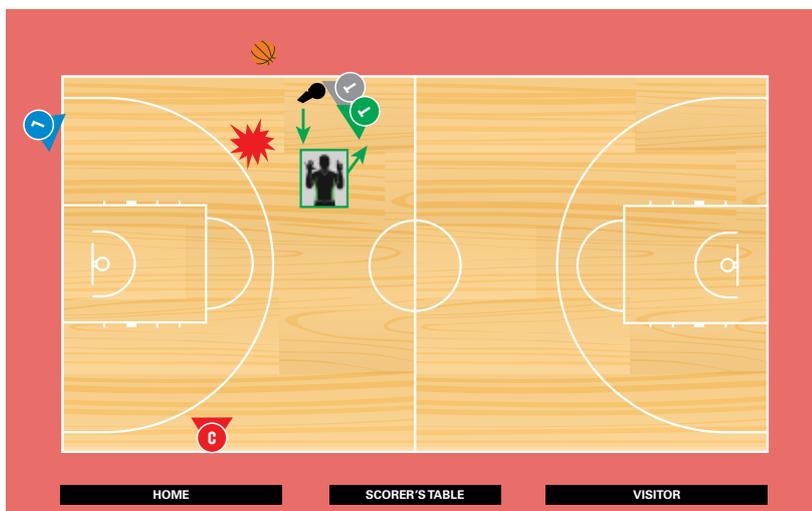
c) The referee who calls and reports a foul resulting in free throws will always go opposite from the table in the Trail position (below few examples)

D79 - Centre calls and reports the foul (resulting free-throws) on the table side. Centre moves to the Trail position on the opposite side after the communication with the scorer's table has ended.
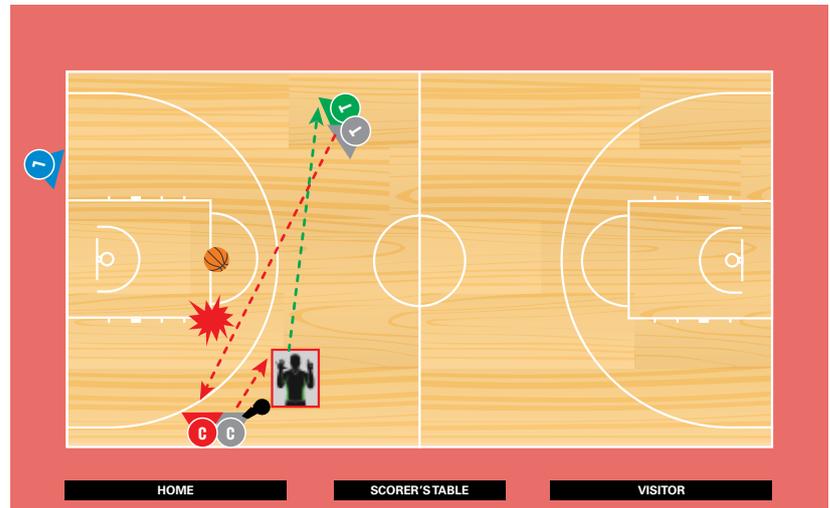
D80 - Lead calls and reports the foul (resulting free-throws) on the opposite side. Lead moves to the Trail position on the opposite side after the communication with the scorer's table has ended.

BASKETBALL KNOWLEDGE

CHAPTER 8

BASKETBALL KNOWLEDGE

8   BASKETBALL KNOWLEDGE

Basketball Knowledge in the Level 2 curriculum includes 4 modules, which build upon the content of Level 1 and underpin the more detailed content in Level 3.

In brief, the Level 2 curriculum includes:

OFFENSIVE TACTICS AND STRATEGIES:

different styles of play lead to different movement and spacing on the court, which impacts the mechanics employed by the officials.

DEFENSIVE TACTICS AND STRATEGIES:

understanding how teams move defensively will help referees to determine whether a defender has established position.

SCOUTING:

understanding how teams are likely to play and the particular contests that are likely within the game will assist officials to prepare for the game

MANAGING RELATIONSHIPS:

Players are the game and referees and coaches "service" the game. Each role is different but all are equally important. Understanding the perspective of each other will help to form positive relationships and avoid situations of antagonism.

8.1 OFFENSIVE TACTICS AND STRATEGIES – IDENTIFYING AND UNDERSTANDING COMMON OFFENSIVE SETS

There are several offensive patterns that are used throughout the world, sometimes as a team's complete offence and at other times elements are incorporated into an offensive scheme. Some of the more common patterns are:

- Horns ("A set")
- Princeton
- Zipper
- Flex
- Shuffle
- UCLA Cut

CHARACTERISTICS OF HORNS
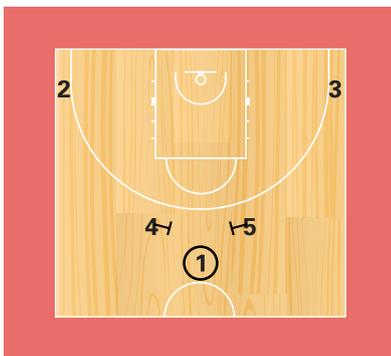
"Horns" is perhaps the most common offensive pattern now. It has two screens set for the dribbler at the top of the key and typically the other perimeter players sink to the corner. The purpose of this is to make their defender choose whether to defend a possible shot from the corner or help on dribble penetration.
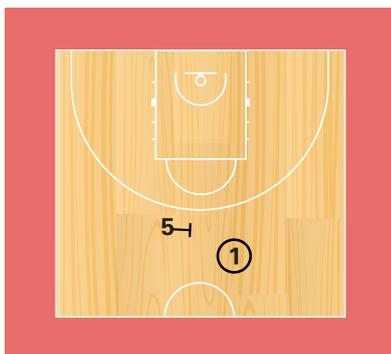
It is also very common to see a single screen set at the top of the key, and many of the principles discussed in relation to the "Horns" set equally apply.
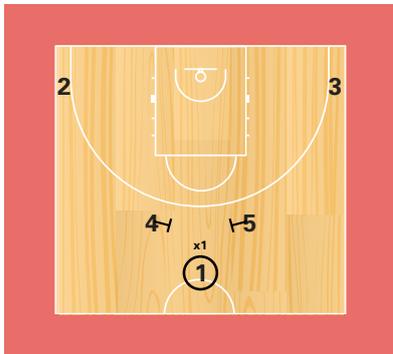
When defending the Horns set, the defence may allow the dribbler to decide in which direction they go. This is characterised by the defender simply being in front of the dribbler.

More commonly though, the defender will force the dribbler away from one screen and toward the other. Which direction they force is influenced by:

- Characteristics of the dribbler – forcing them away from their preferred direction
- Team preferences – forcing away from the side the offence tends to play
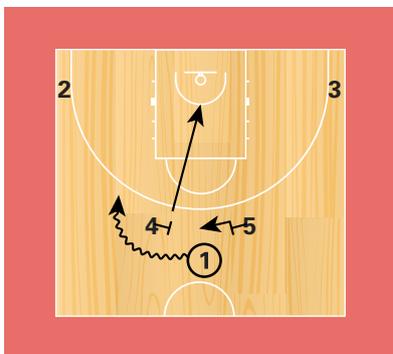
The team may use a "pick and roll" from a Horns set – the screener moving toward the basket after the dribbler has moved past them. The other screener typically stays high.
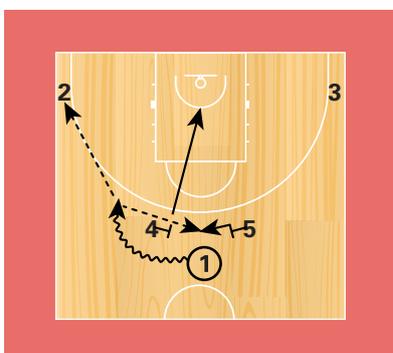
If the dribbler is not able to penetrate the key they may:

- Pass to the corner for a shot (or pass to the screener)
- Pass to the other screener for a "high low" pass to the screener at the basket or reversal to the other corner
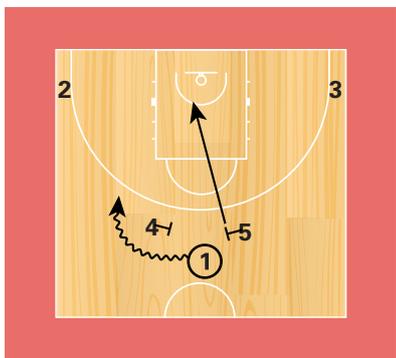
Often it is the screener that is not used by the dribbler that dives to the basket.
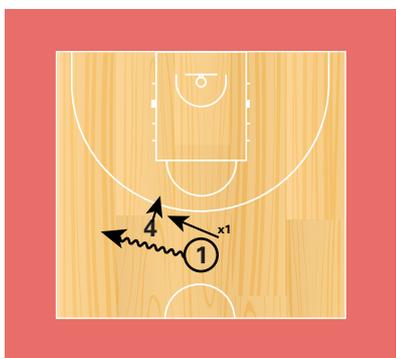
There is likely to be significant contact at the top of the key. Officials should look to see whether the screener has established position or is moving. Contact may occur when the screener is moving for several reasons:

- The dribbler has moved early – before the screener has established position
- The screener is moving to block the defender who is attempting to move past them
- The screener is moving toward the basket

It can be difficult to determine when the screening situation has "started" and when it "ends" (and the screener is cutting toward the basket).
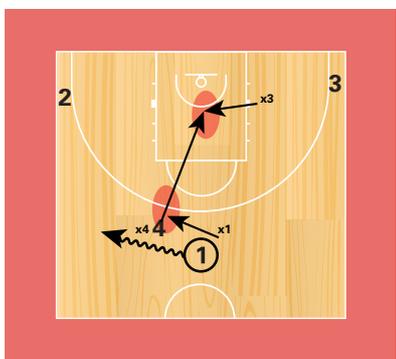
There are two separate areas where contact is likely to occur:

- Near the area of the screen
- Near the basket as the screener has "rolled" or "dived"
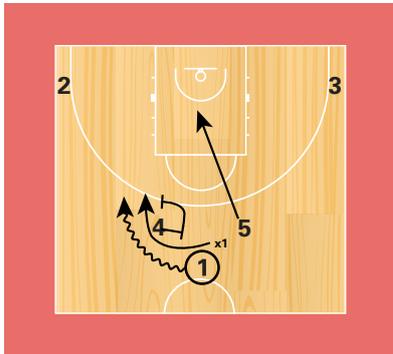
There may also be a "re-screening" situation, where the dribbler's defender has moved past the screen (either going "over" or "under") and the screener changes position to set another screen (if the dribbler wishes to change direction).

This means that contact may occur simultaneously high (on the re-screen) and at the basket (if the other screener "dives").

WABC ON-LINE PLATFORM REFERENCES - SCREENING

Level 3 – Team

1. Defensive Tactics and Strategies
    1.1 Common Defensive Patterns
        1.1.1   Defending Horns set
2. Offensive Tactics and Strategies
    2.1 Common Offensive Sets
        2.1.5   "Horns"

CHARACTERISTICS OF "PRINCETON" OFFENCE
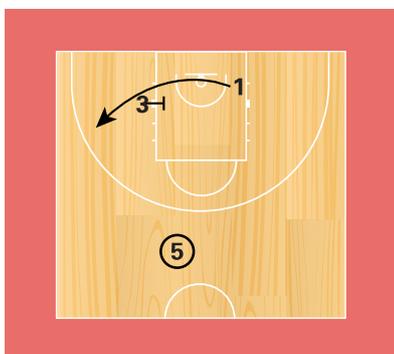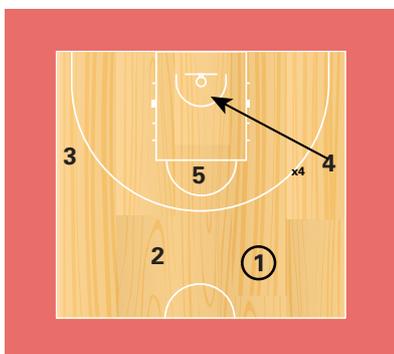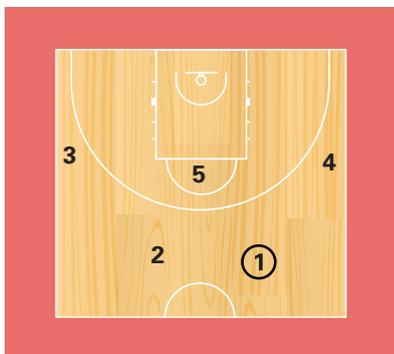
The "Princeton" offence is a framework that includes several basic principles:

- "2 Guard Front" – 2 players at the wing and 2 players at the top of the key (also known as the "swing" positions)

- "Back door" cuts – when denied the ball, cut to the basket

- "Turn out" cuts – cutting from inside the key toward the perimeter, often with a screen on the side of the key set with back facing the sideline.
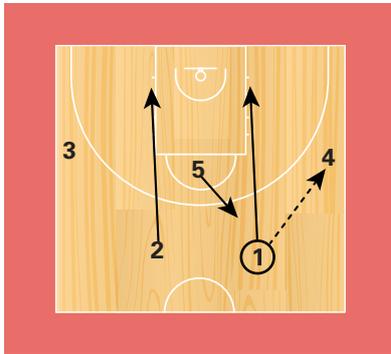
Typically, the offence starts with a pass to the wing, and the players at the top of the key cutting to below the low post. The high post player steps to the perimeter, although may first set a screen for one of the cutters.
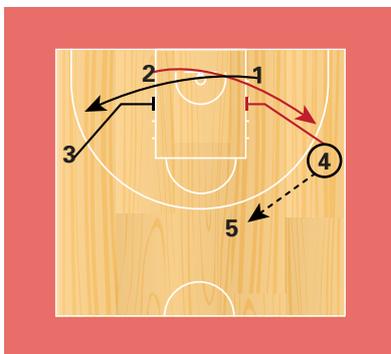
The ball is passed back to 5, and the wing players set turn out screens on either side of the key.

This results in a lot of contact in the key area and officials need to carefully consider their position to best adjudicate the contact and who has responsibility given there is contact likely on both sides of the key.
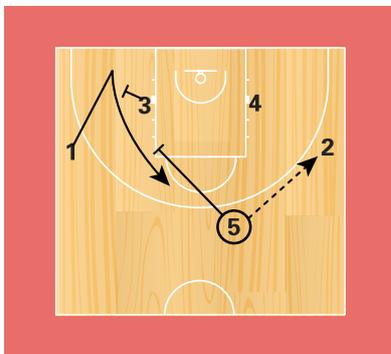
The ball is passed to one of the cutters (who may catch and shoot). A double screen may then be set on the other side of the floor.
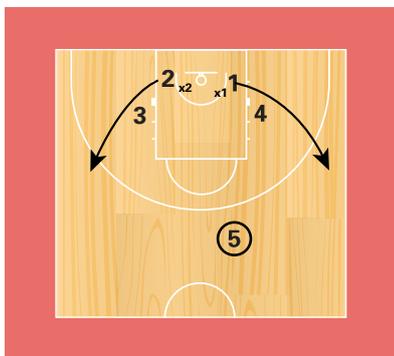
Defenders may deny the turn out cut, in which case the cutter can still make a turn out cut but does so moving immediately to the perimeter not across the key.
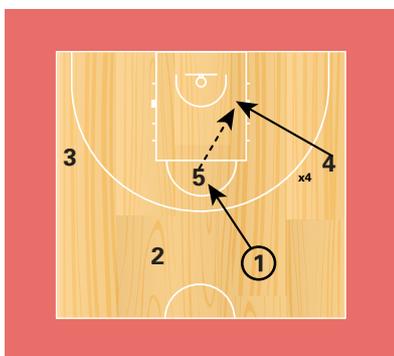
If an initial pass is denied, the wing player will "back door" cut to the basket and the ball may be passed to the high post to then pass to the cutter.
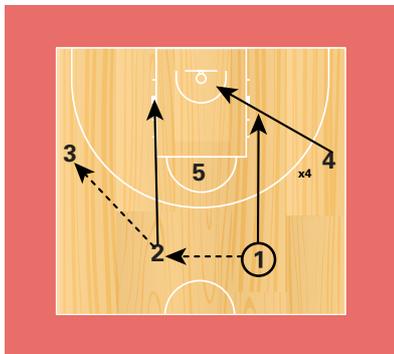
If the ball is not passed to the high post, it can be reversed, and then the guards again cut to the key. In this example, 4 could then make the turn out cut (off a screen from 3) and 1 screens for 2.

WABC ON-LINE PLATFORM REFERENCES – "PRINCETON" OFFENCE

Level 3 – Team

2. Offensive Tactics and Strategies
    2.1   Common Offensive Sets
        2.1.5   "Princeton"

Level 2 – Player

2. Offensive Basketball Skills
    2.1   Getting Open for the Ball
        2.1.2   Turn Out Cuts

Level 2 - Team

1. Defensive Tactics and Strategies
    1.5   Advanced Defensive Techniques
        1.5.1   Defending Turn Out Cuts

CHARACTERISTICS OF "ZIPPER" CUT

"Zipper" is a continuity offence which was used extensively by the NBA's Boston Celtics in the 1960s, however it is rarely used now as an offensive set. The offence was based on a "4 High" set, starting with two high post players and two wing players. Whilst few teams use "Zipper" as an offence, a "Zipper" cut is commonly used.
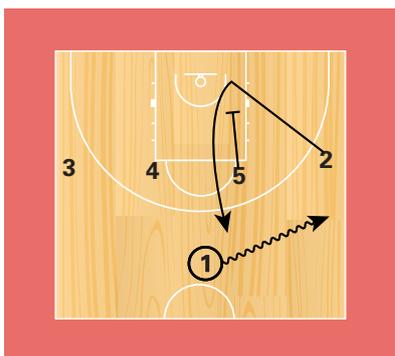
The dribbler moves to the sideline, and the wing player on that side does a basket cut and then cuts to the top. One of the post players sets a screen near the low post.
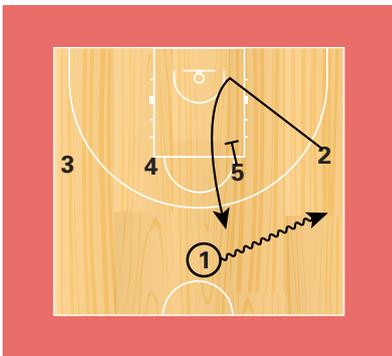
The screen may also be set at the free throw line; however, the wing player stills cuts to the basket first.
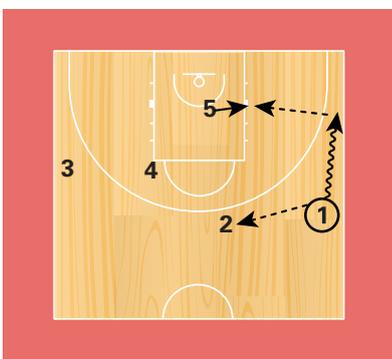
The dribbler may pass the ball to either the player cutting to the top or to the low post player. Generally, to pass to the low post player, the dribbler must first dribble toward the corner to create a passing angle.
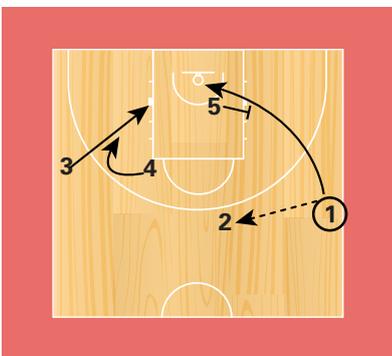
If the ball is passed to 2, 1 may cut to the basket off a screen from the low post player.
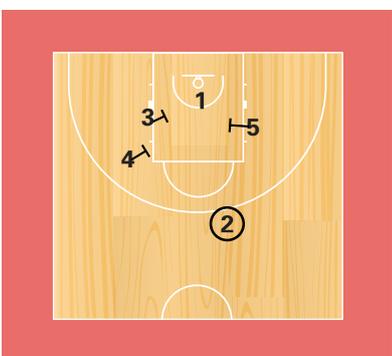
3 and 4 may also step in to set screens, so that 1 can make a turn out cut off either 5's screen or a staggered screen by 3 and 4.

WABC ON-LINE PLATFORM REFERENCES – "ZIPPER" CUT

Level 3 – Team

2. Offensive Tactics and Strategies

    2.1   Common Offensive Sets

          2.1.8   "Zipper"

CHARACTERISTICS OF "FLEX"

"Flex" is a continuity offence which is still used by teams either in its entirety or using the basic "Flex Cut" which is the start of the offence.
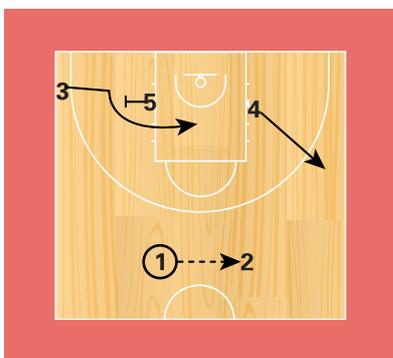
"Flex" is essentially a "4 Out, 1 In" offence, although a second player may start in the low post. The "Flex Cut" starts with the ball being reversed (1 passes to 2) and a player from the corner cutting off a back screen from the low post player (5 screens for 3).
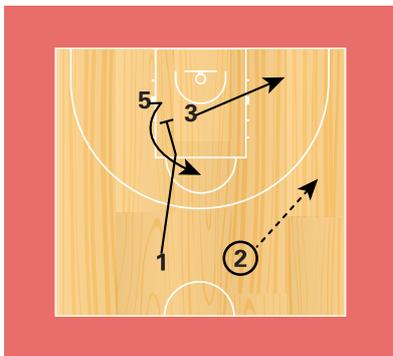
1 then sets a down screen for 5 ("screen the screener"). This screen often involves a mismatch with a guard screening for a post player.
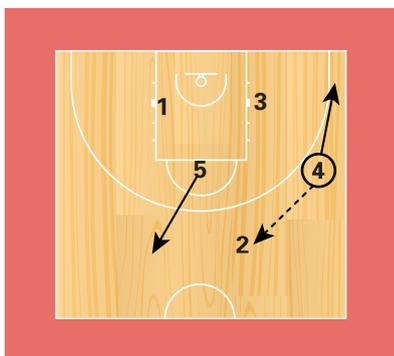
The "Flex" cut can then be run in the opposite direction.

The offence requires post players to play on the perimeter, which can create difficulties for post defenders.
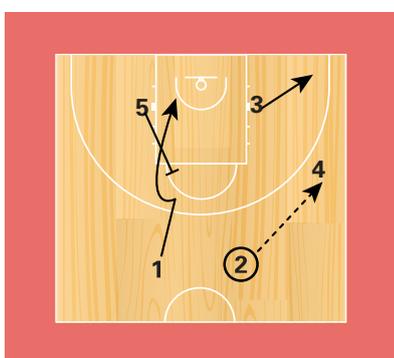
Some teams have the second screen as a "back screen", where the post player (5) screens at the free throw line for the guard to cut to the basket.

Level 3 – Team

2. Offensive Tactics and Strategies

    2.1   Common Offensive Sets

        2.1.2   "Flex"

CHARACTERISTICS OF "SHUFFLE"

"The Shuffle" is an offence first used in the 1950s and is still used by teams today. It is more common now for teams to use aspects of the offence rather than the complete offence, which is in part a result of the introduction of a 24 second shot clock.
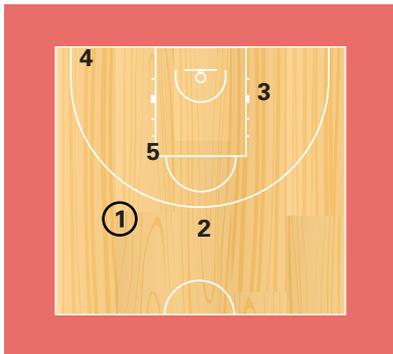
"The Shuffle" is a 4 Out, I In offence, with the post player in the high post.
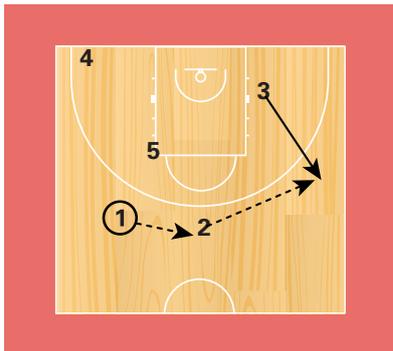
The offence typically starts with the ball being "reversed" away from the post player.
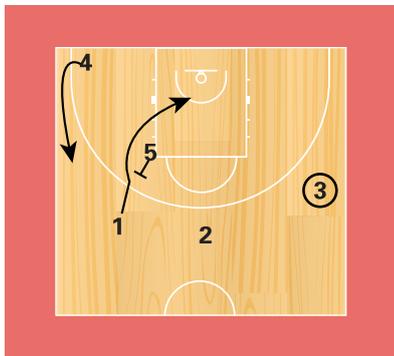
The "shuffle cut" is a back screen from the high post player screening for the guard to cut to the basket.
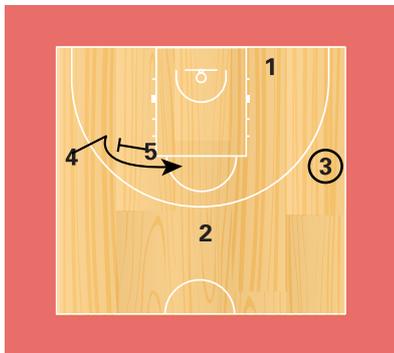
The post player then sets a screen for the wing player.
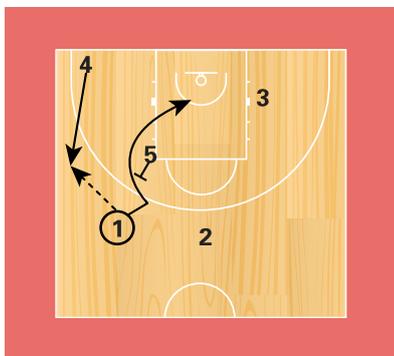
The offence can also start with a pass to the wing player, and the guard again making a "shuffle cut" toward the basket.
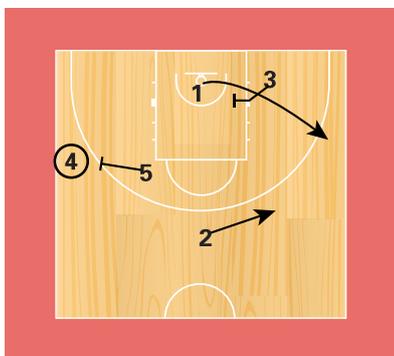
The post player then sets a ball screen and 3 may set a screen for the guard to make a turn out cut.

WABC ON-LINE PLATFORM REFERENCES – "SHUFFLE"

Level 3 – Team

2. Offensive Tactics and Strategies

    2.1   Common Offensive Sets

        2.1.3   "Shuffle"

CHARACTERISTICS OF "UCLA CUT"

The "UCLA Cut" is not an offence but is very commonly seen both as part of structured offences and in "motion" style offences.
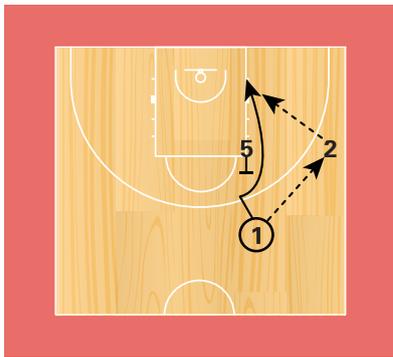
The UCLA Cut is simply a back screen set by a high post player for a guard cutting to the basket. The screener will often "head hunt" the defender, taking advantage of the fact that the defender cannot see them.

- **Left Foot**
- **Right Foot**

- **Left Foot**
- **Right Foot**
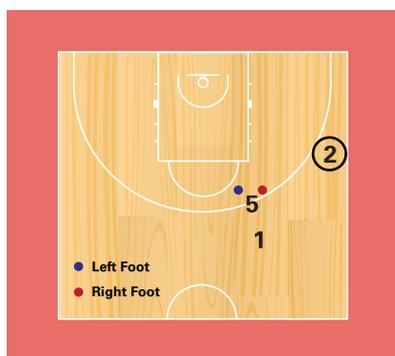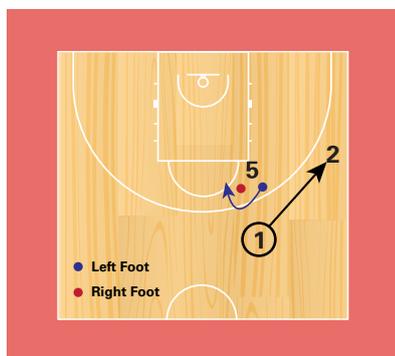
It is common for the back screen to be set as a "butt screen", where the screener is facing the basket rather than the defender.

The screener steps toward the defender and then reverse pivots so that they are facing the basket. This can be difficult to officiate when the contact happens while the screener is pivoting.

WABC ON-LINE PLATFORM REFERENCES – "UCLA CUT"

Level 3 – Team

2. Offensive Tactics and Strategies
    2.1   Common Offensive Sets
        2.1.7   "UCLA Cut"

8.2 OFFENSIVE TACTICS AND STRATEGIES – USING MULTIPLE SCREENS

STAGGERED SCREENS

There are many situations where an offensive team will use multiple screens in their offensive movement. A "staggered screen" is where there are two (or more) screens set at different points on the floor. This will often involve the cutter making quite a lengthy cut and they may change direction a number of times.

The screens themselves are increasingly "traffic" rather than a stationary screen. This means that the screener may be:

- Moving at the same time as the cutter;
- Not facing the cutter (a "butt" screen). This is often done by the screener turning at the last moment and they will often pivot into the defender.
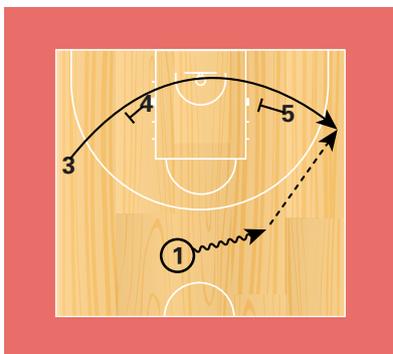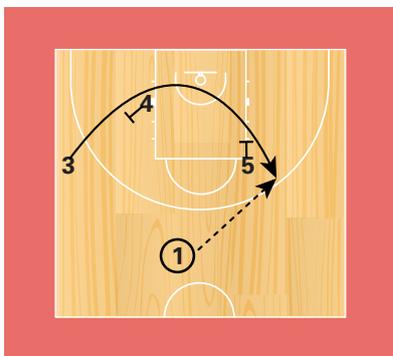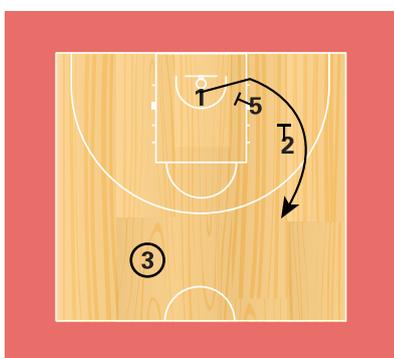

Staggered Screens can be set anywhere on the court. Often the cutter will move first toward the basket and then away from it.

They are typically a long cut, although the offensive player will often change speed or direction during the cut.
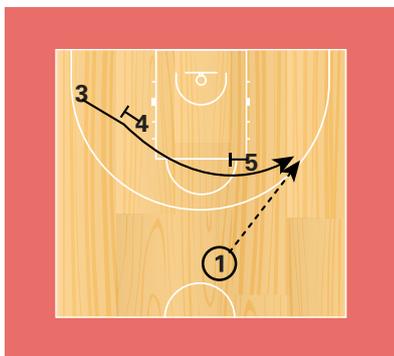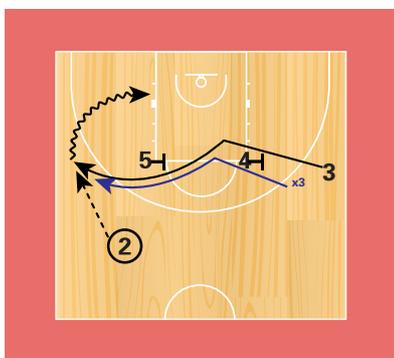
The cut may also be from one side of the court to the other side of the court, without the cutter necessarily heading toward the basket.

This emphasises the importance of the officials having coverage of the whole court.

The staggered screens can also be set on the same side of the court, with the cutter either heading toward the ball (as shown here) or toward the basket.


A screen can be effective even if there is no contact – if the defender has to move around the screen that can give the offensive player the advantage of either time (e.g. catch and shoot) or to receive the ball and then move away from the defender.

Having to move around two separate screens may increase the likelihood that the defender ends up out of position.

DOUBLE SCREENS

A double screen is where the two players setting the screen stand side-by-side, making a bigger obstacle for the defensive player to move around.
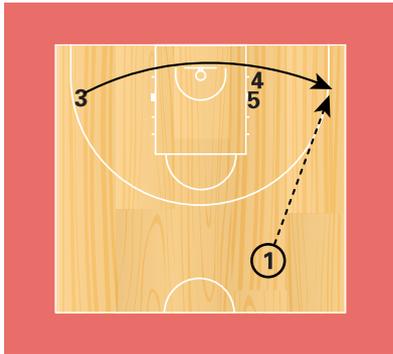

The double screen can be particularly effective to provide the cutter with an opportunity to catch and shoot.

SCREEN THE SCREENER

Another common example of multiple screens is where a second screen is set for the player that set an initial screen. This can be particularly effective against a team that switches screening situations, particularly if the screen is between a "big" and a "guard".
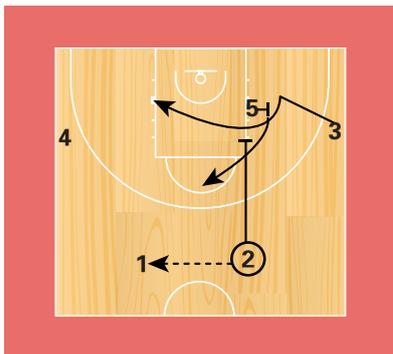

The "Flex" is an offensive structure that has "screen the screener" action.

5 sets an initial screen for 3, who cuts to the basket as the ball is reversed to the other side of the floor. After 2 makes the reversal pass, they will set a screen for 5.
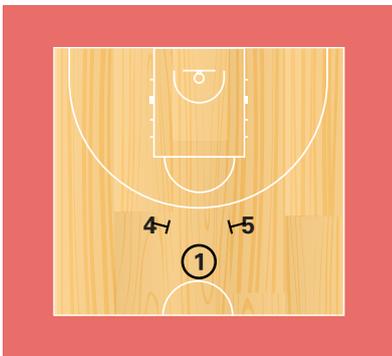
The "Horns" offence is a situation where the player with the ball is presented with two screens and they can choose in which direction they will move.

It is quite common for a Horns alignment to then have a "screen the screener" situation. The dribbler chooses which side they wish to go and then that screener "pops" using the screen of the other player. The ball can then be reversed for a perimeter shot.
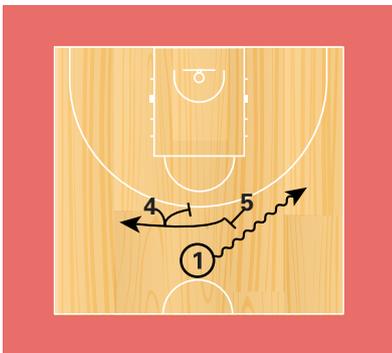
This has become more common as post players have developed the ability to shoot a 3-pt shot. However, it can also create an opportunity for the player setting the second screen to then dive to the basket.
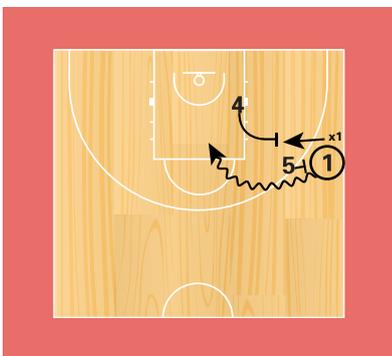
Staggered screens can also be used on-ball, particularly where the on-ball is set on the side of the court and if the defender goes "under" the first screen.

WABC ON-LINE PLATFORM REFERENCES – "USING MULTIPLE SCREENS"

Level 2 – Team

1. Defensive Tactics and Strategies

    1.2   Defending Screens

        1.2.3   Defending Staggered Screens

2   Offensive Tactics & Strategies

    2.2   Screening

        2.2.3   Off Ball Screens – Staggered Screens

Level 3 – Team

2. Offensive Tactics & Strategies

    2.2   Offensive Movement

        2.2.2   Motion Offence – 3 Out, 2 In – Multiple Screens for Shooter

        2.2.3   Motion Offence – 3 Out, 2 In – Double Screens

8.3 DEFENSIVE TACTICS AND PATTERNS – IDENTIFYING AND UNDERSTANDING DEFENSIVE PATTERNS

Broadly, there are two types of defensive used by teams:

- "Man-to-man" defence – where each player has a specified opponent that they defend;

- Zone defence – where each player defends a particular area on the court.

It can be difficult at times to determine what defence is being played, particularly where the "man-to-man" defence utilises:

- "split line" principles – so that the defender may be a considerable distance away from their direct opponent;

- switching – where defenders swap who they are defending – this is commonly done in a screening situation;

- help rotation – where a defender moves to defend the player that has the ball to assist a team mate. This is typically done when the dribbler beats their perimeter opponent and is driving to the basket or on a pass to a post player;

- combination defences – for example, a team may play an extended zone defence in the full-court and then play man-to-man defence closer to the basket. Another example is where a team change their defensive strategy depending upon some factor (e.g. play man-to-man after they score but play zone if they did not score).

Rather than simply characterise a defence as man-to-man or zone, it is useful for officials if they are able to identify the pattern or tendency that a particular team is using in its defence and when it may make a change in tactics.
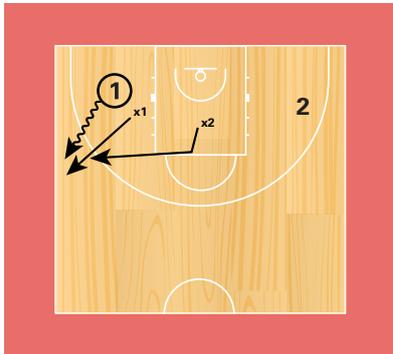
Teams will often look to double-team the player with the ball when playing full-court defence. Not only can the pressure of the defence cause a turnover, but the offensive team has only 8 seconds to progress the ball to the front-court, which places additional pressure.

In this diagram the double team comes from the middle of the court (x2) as the dribbler changes direction. It can also come from a defender that is ahead of the dribbler.
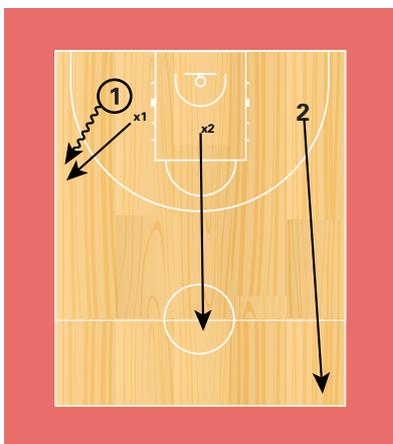
It is relatively easy to avoid a trapping man-to-man defence, by the offensive player moving away so that their defender is not in a position to double team.
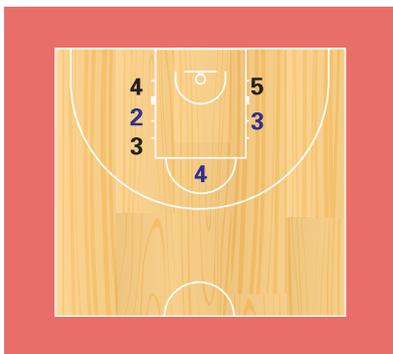
Accordingly, teams will often play a zone defence in the full-court, so that defenders guard particular areas of the court, regardless of whether there is a player there.

After a free throw is often when a team will play a full-court zone, whether or not the shot was successful. This can be anticipated if, for example, the team shooting the free throw has guards in the rebound contest rather than "bigs"
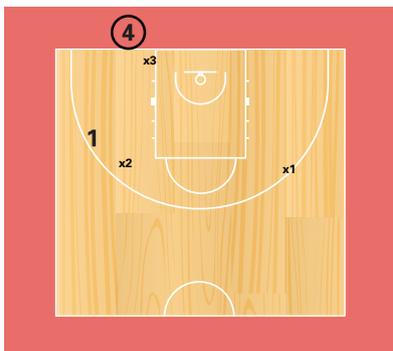
Another indicator that a zone defence is being used is if there are more defenders in the area than offensive players.

8.4 DEFENDING ON-BALL SCREENS

An on-ball screen is one of the most common offensive plays and is used to create options for both the player with the ball and the player that sets the screen. After the screen is used, the screen can:

- "roll" – move toward the basket;
- "pop" – move toward the perimeter

If the screener "pops" that is often defended by their opponent stepping out to stop any shot. However, the "roll" can be defended a number of different ways:

- Stop or delay the roll
- Stop the dribbler from using the ball screen
- Team defence against the roll

STOP OR DELAY THE ROLL

The on-ball screen is designed by the offence to be a situation of contact. Defenders will also make contact which makes it a difficult situation to officiate.
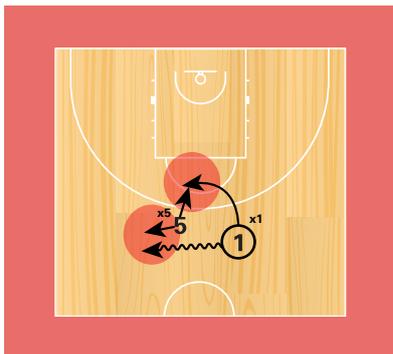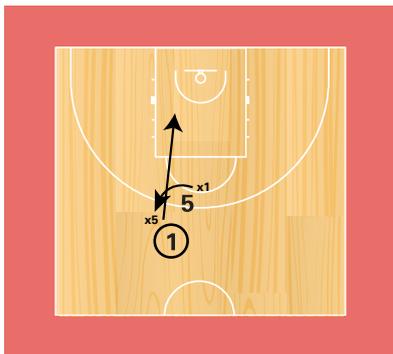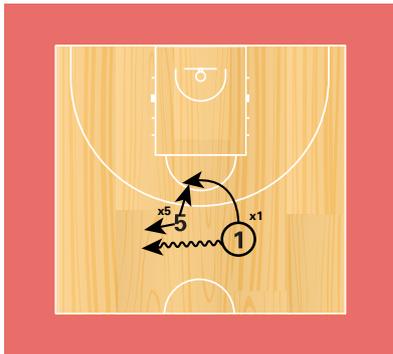
There will often be a lot of contact between the screener (5) and the on-ball defender (x1). Often, x5 will help on the dribbler and x1 will contact the screener.

The defence will often go "under" the screen to better contain the dribbler. Contact between the screener and the on-ball defender is caused by both players!


x1 and x5 then return to defend their original players.

There are accordingly two "hot spots" where there is likely to be a high degree of contact:

• On the dribbler, particularly if there is a mismatch x5 may use their body to contact with the dribbler and stop penetration

• On the roll, as the screener attempts to delay the defender and as the defender attempts to delay the roll (often by holding the defender).

## STOP THE DRIBBLER FROM USING THE BALL SCREEN

This tactic is common when the screen is set at the wing but can be used at the top of the key.
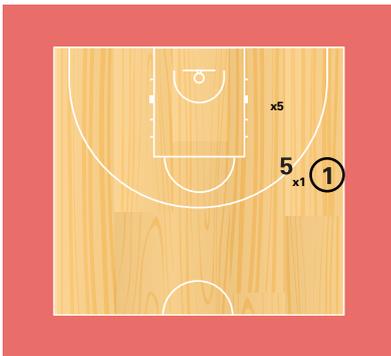
The defensive team negate the ball screen by x1 changing position so that 1 cannot use the screen. To provide additional protection against dribble penetration, x5 moves directly into the path of 1.
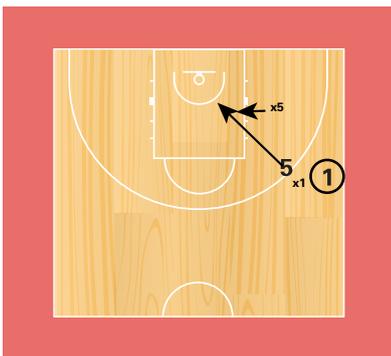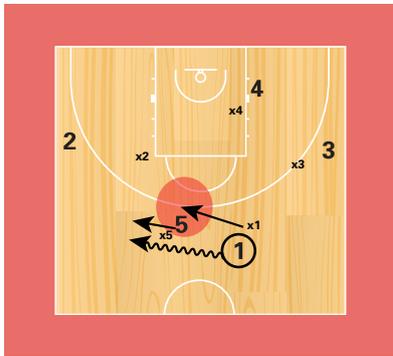

If the screener cuts to the basket, x5 can adjust to defend that.
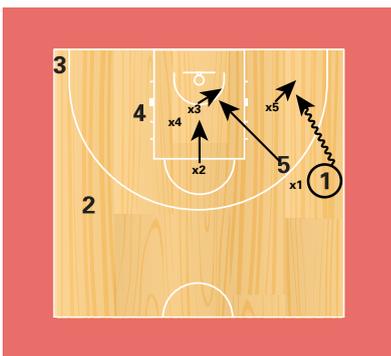
If x5 does need to help defend dribble penetration, 5 would be defended by rotation from x3 with x2 helping x3. This is the same rotation used for any help on baseline penetration.

TEAM DEFENCE AGAINST
THE ROLL

Initially the pick and roll is defended by the screener and on ball defenders. Contact near the point of the screen helps to stop the roll from being effective.
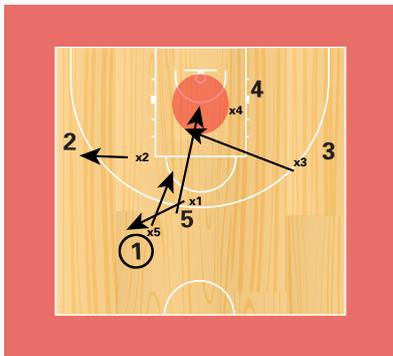

As 5 rolls to the basket, x3 moves across to defend them, while x1 returns to the ball and x5 starts to return to 5.

It is usually x3 that defends 5 (rather than x2) as the ball is moving toward 2, so the defence move across to defend any pass to 2.

There is likely to be a lot of contact in the key, especially if x3 is mismatched against the post player.
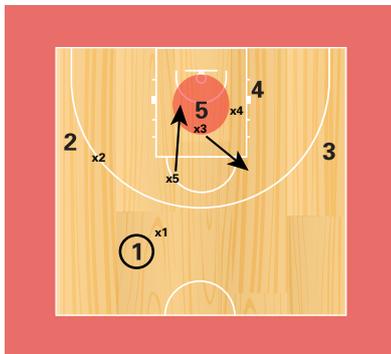
x5 may return to defend 5, and x3 returns to defend 3. This gives 5 an opportunity to "seal" x5 on the high side, creating a space between 5 and the basket. Again, considerable contact can be expected.
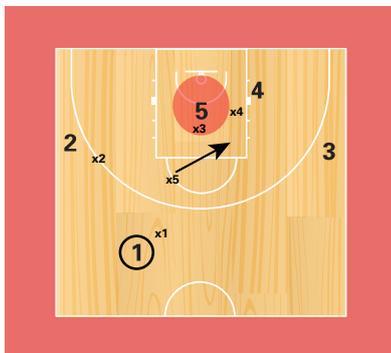
Alternatively, x3 remains on 5 and x5 switches to 3. This is most likely if the shot clock is very low or if there is no mismatch between x3 and 5.
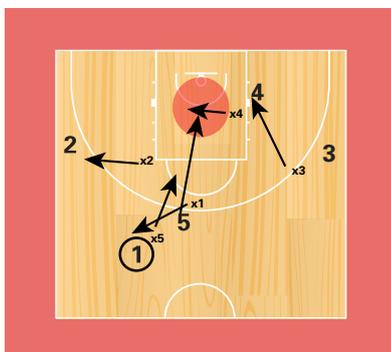
An alternate rotation would be for x4 to move across to deny 5, x3 to rotate to initially defend 4.

WABC ON-LINE PLATFORM REFERENCES – DEFENDING ON-BALL SCREENS

Level 1 – Team

1. Defensive Tactics and Strategies

    1.2   Defending Screens

        1.2.5   Defending on ball screens – "under"

        1.2.6   Defending on ball screens – "over"

        1.2.7   Defending on ball screens – "through"

        1.2.8   Defending on ball screens – "switch"

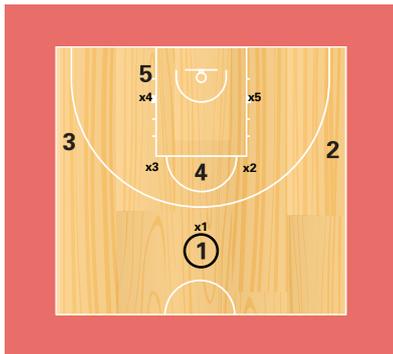   1.2.9   Defending on ball screens – "double"

Level 2 – Team

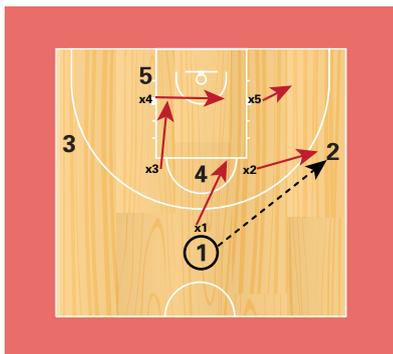1. Defensive Tactics and Strategies

    1.2   Defending Screens

        1.2.1   Defending on ball screens – "push"

        1.2.2   Defending on ball screens – "weak"

        1.2.4   Team defence against "pick and roll".

8.5 1-2-2 MATCH UP ZONE DEFENCE


Defenders start:

- x1 takes the ball;
- x2 and x3 occupy the high post area – keeping arms in front of the post player to stop any pass;
- x4 and x5 are in the low post areas ("frontline").

On a pass to the wing:
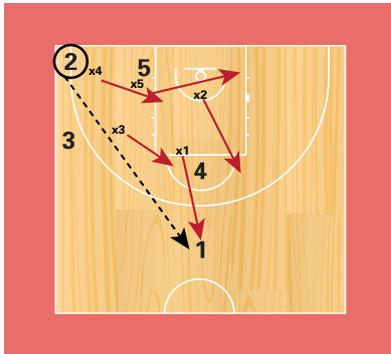
- the closest defender (x2) takes the ball
- x1 drops back to defend the high post
- the closest forward (x5) steps out
- the other forward steps across
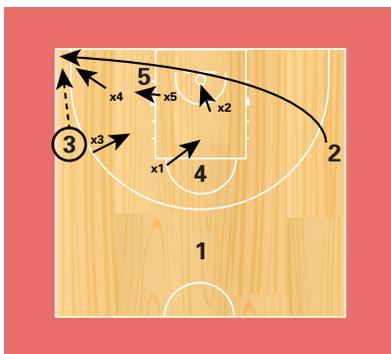- the other guard rotates down into the front line

x5 is in position to guard the perimeter player in the corner if they are passed the ball.
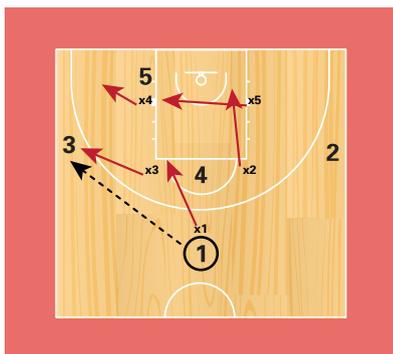
When there is a low post on the ballside, x5 defends the post but x4 can also apply pressure.

If the ball is passed back to the point, defenders rotate back to the 1-2-2 alignment.

When the ball is passed to the corner, x5 often steps in front of the low post player and x2 is behind them to stop any lob pass.
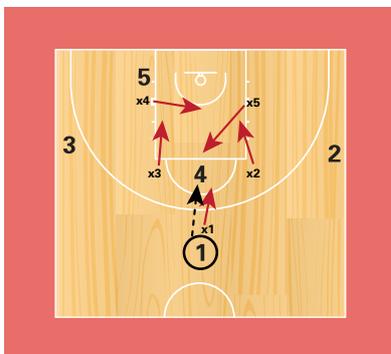
If the ball is passed to the high post, one of the frontline defenders step up to defend them (x5) and the other frontline player steps to the middle of the key.

x3 and x2 slide own the key and may have to help defend a low post player. This causes considerable congestion in the keyway.
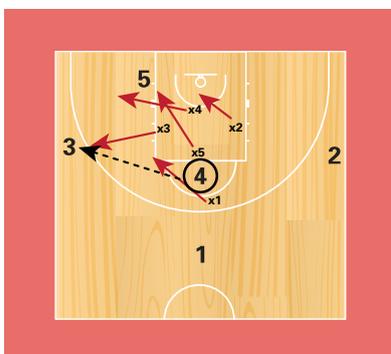
When the ball is passed back onto the perimeter, the defenders must move, with the closest player responsible to defend the ball.

This may mean that x3 defends the corner while other players will defend any post player.

WHEN DO TEAMS USE THE 1-2-2?

The main characteristics of this defence are:

- x4 and x5 do not have responsibility to guard wing players;
- x2 and x3 will have responsibility to defend in the "front line", which may involve guarding post players
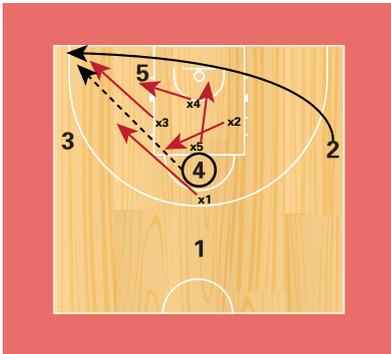
Accordingly, the defence may suit teams that have "bigs" that are slow guarding perimeter players or have "swing players" that can guard both perimeter and post.

LIKELY CONTACT AREAS?

Contact is likely to occur on passes as the defenders are moving.
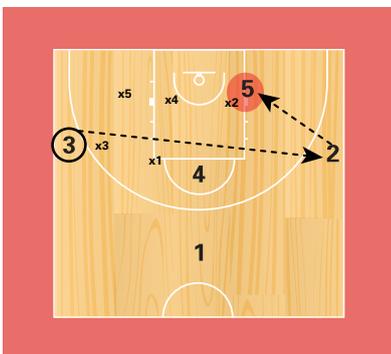
Often a guard (x2) will be in a position where they have to defend a post player and this is often a point of significant contact (even before the player catches the ball).

x2 may be physical to avoid being exploited in the mismatch.
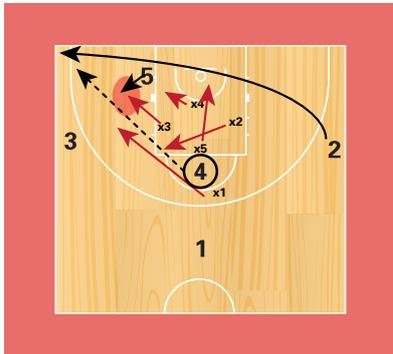
Screens are often set on the "outside" of the zone, to stop the nearest defender from moving to the perimeter. x5 may set a screen before the pass into the corner or they may simply move into the path of x3.
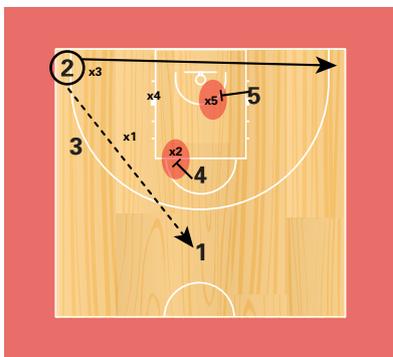
Other examples of screening on the "outside" of the zone are where 4 stops x2 moving to defend 1 and when 5 stop x5 from defending the player in the corner.

Again, these screens may be set before the pass to 1 or 2 cutting to the corner but often the offensive player simply move into the path of the defender.

WABC ON-LINE PLATFORM REFERENCES – 1-2-2 ZONE DEFENCE

Level 3 – Team

1. Defensive Tactics and Strategies

    1.3 Zone Defence

        1.3.1   1-2-2 Match Up Zone Defence

8.6   1-1-3 MATCH UP DEFENCE

Another common zone defence is the 1-1-3, which (in contrast to the 1-2-2) requires "front line" players to defend in the wing position.

Key concepts

The key concepts of the 1-1-3 defence are:

1. Deny all penetrating passes;
2. Influence the ball to one side of the court and keep it there;
3. Deny passes to the post – "front" low post players;
4. Keep hands up and active to stop passes;
5. Never let a cutter on the "strong side" get in front of a defender.

INITIAL ALIGNMENT
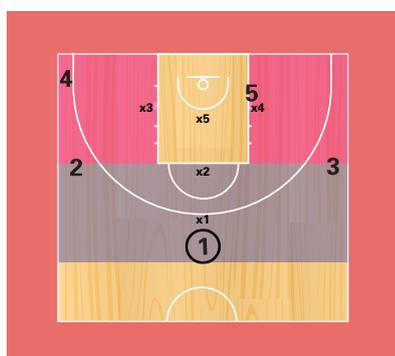
Initially one guard (x1) defends the ball – the "up" guard. The second guard (x2) denies the high post area. The guards have responsibility to guard the ball above the free throw line.

The "frontline" (x3, x4 and x5) take position in the back of the zone, staying in front of any low post player.
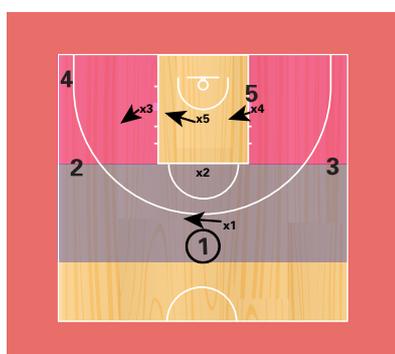
The "Up guard" forces the play to one side of the floor. The frontline also "hedge" in that direction, in anticipation of the ball moving to the wing.
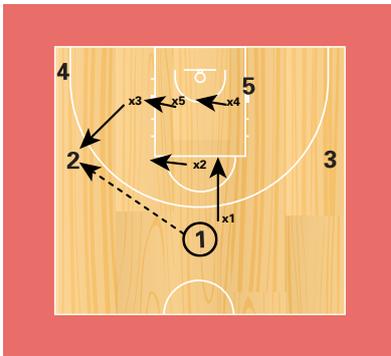
When the ball is passed to the wing, the front line moves to defend the ball. The frontline and the guards adjust to form a "box" with two defenders at the high and low post (in front of any offensive players) and two defenders in "help" position.
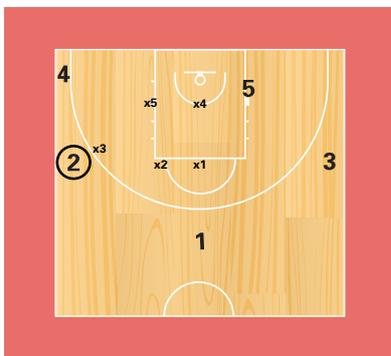
The players in the "help" position are positioned the same as "split line" in "man to man".
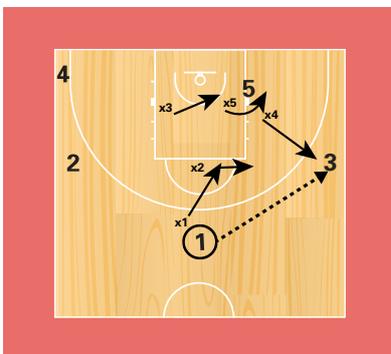
When the ball is passed to the strong side wing, the front line defender in the low post "fronts". The help defender becomes particular important to stop any lob passes into the post.
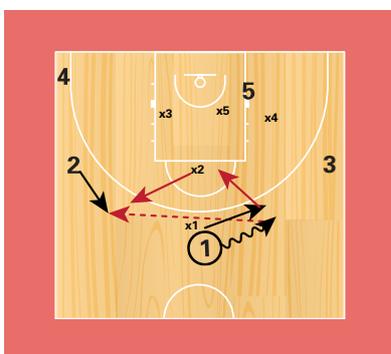
Where the ball is dribbled from the point, the up guard defends that. On any reversal pass, the up guard and the back guard switch (this is shown in red.)

DEFENDING THE CORNER
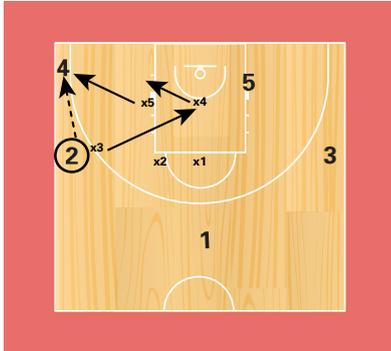
When the ball is passed to the corner, it is defended by the nearest "frontline" player. The preferred rotation is for the help player to move into the post position, and the wing defender to sprint back to the help position.
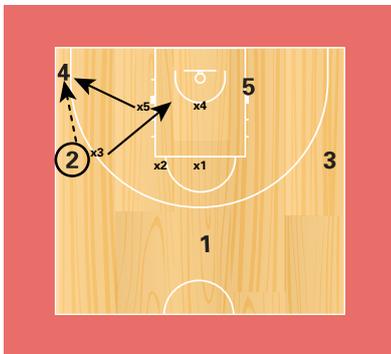
Alternatively, the wing player can rotate back into the low post position. This can be effective when the low post is not occupied by an offensive player.
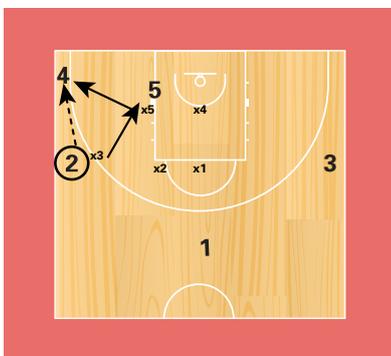
However, it can also be used to get into a "fronting" position where there is an offensive low post player.
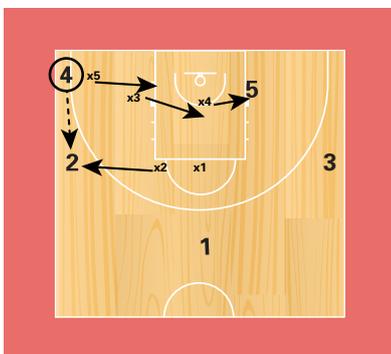
When the ball is passed out of the corner, the wing is now taken by the high post defender. And the three front line players rotate across.

This is different to a penetrating pass (from the point to the wing) where the wing would be defended by a front line player.
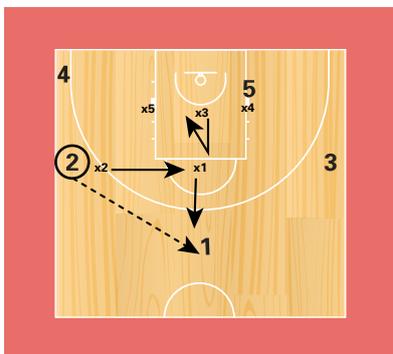
If the ball is then reversed to the point, the "back" guard moves to defend the ball. They should hesitate before moving, to give the other guard time to recover to the high post position.

The middle player in the frontline can also hedge toward the foul line to provide additional protection.

This restores the initial alignment.
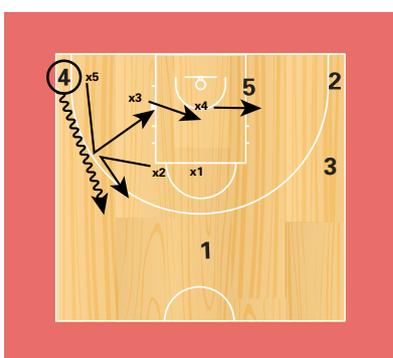
If the ball is dribbled out of the corner, it is initially defended by the frontline player (x4), and is then handed off to the "up guard" (x2).

This is also an opportunity to trap if desired.

WABC ON-LINE PLATFORM REFERENCES – 1-1-3 ZONE DEFENCE

Level 3 – Team

1. Defensive Tactics and Strategies
    1.3   Zone Defence
           8.6.1   1-1-3 Match Up Zone Defence

8.7 1-3-1 MATCH UP DEFENCE

A 1-3-1 Match Up Defence provides better coverage of perimeter shooters and will often be used against a team that shoots well from the perimeter. The defence requires:

- Frontline defenders must be able to defend wing perimeter players (as is the case in the 1-1-3);

- A very quick guard is required, who plays the back of the zone and is responsible for coverage from one corner to the other;

- Preferable the guard that is to play the back of the zone, should be a relatively tall guard, as they will at times have responsibility to defend in the low post.

INITIAL ALIGNMENT FOR 1-3-1
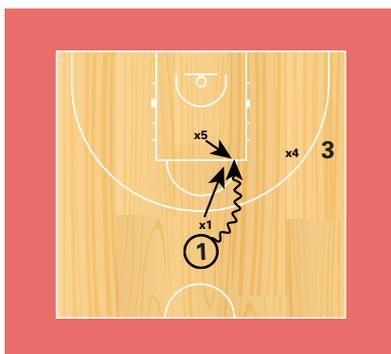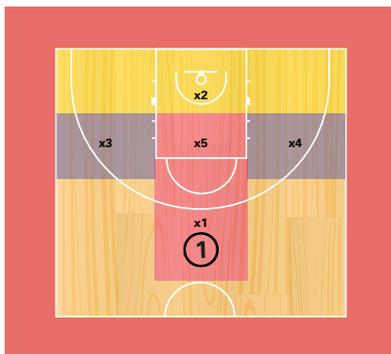
The "up guard" is responsible for the middle of the court, and for influencing the ball to one side. The "back guard" plays as the last line of the defence and covers from one corner to the other.

x3 and x4 retain responsibility to defend the wing perimeter players.

x5 is responsible for stopping any penetration into the keyway. This requires x5 to be agile and able to move laterally quickly.
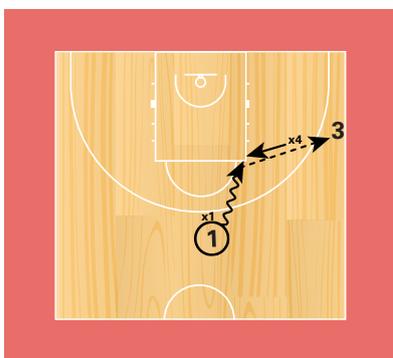
The reason x5 has responsibility to defend dribble penetration, is that if x4 steps in to stop the drive, it will lead to 3 being open, which negates the advantage of the zone (which is coverage on perimeter shooters).
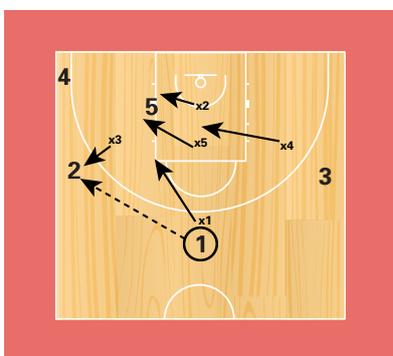
On pass to the wing:
- Frontline player (x3) defends the wing player;
- Up guard rotates to deny the high post
- Front line player (x5) rotates to be in front of any low post player
- X4 rotates to a help position.

The back guard (x2) moves toward the corner but remains in the keyway. If the player in the corner is a very good shooter, x2 may hedge closer.
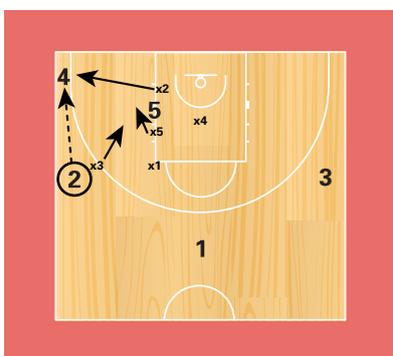
When the ball is passed into the corner, x2 moves to defend the player. x5 moves to front the low post player, and x4 remains in a help position behind the post player.

DEFENDING THE DRIBBLE
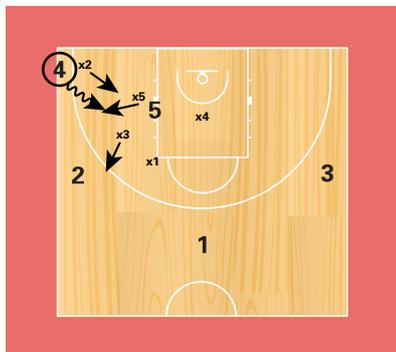
Cuando se produce una penetración con drible desde la esquina, el defensor de la zona de poste bajo se mueve para detener al driblador.

x3 puede dirigirse al driblador, pero no deberá perder de vista al alero y prepararse para defender esa posición.

WABC ON-LINE PLATFORM REFERENCES – 1-2-2 ZONE DEFENCE

Level 3 – Team

1. Defensive Tactics and Strategies

    1.3 Zone Defence

        8.6.2 1-3-1 Match Up Zone Defence

8.8 HOW TO SCOUT PLAYERS AND TEAMS

Team coaches spend a considerable amount of time researching and "scouting" their opponents in an effort to understand their systems of play and the strengths and weaknesses of individual players. This enables them to prepare their own team and to devise or alter tactics to given themselves most chance of winning.

It is similarly useful for referees to have some understanding of the likely systems of play as this will enable them to prepare for their own performance. However, a referee certainly does not need to prepare to the same level of detail as a team coach does.

What information should a referee "scout" about a team?

THE FOLLOWING TABLE SETS OUT INFORMATION ABOUT A TEAM THAT MAY ASSIST A REFEREE IN THEIR PREPARATION:

TEAM TENDENCY	INFORMATION
Preferred tempo	The speed at which the team prefers to play, although it is more than simply do they walk the ball up the court? Tempo may be indicated by: • Number of shots a team takes in the game (more shots = faster tempo); • Do they inbound the ball quickly after the opponent scores? • When do they shoot within 24 seconds – first 8 secs ("push" phase), 2nd 8 secs ("poise" phase) or 3rd 8 secs ("penetrate" phase) • Number of fast break points scored
Do they "crash" the boards?	Does the team rebound aggressively – both offensively and defensively. The rebound contest is a particular area where contact will occur so is important to officiate well. Some indicators of how a team rebounds are: • Number of offensive rebounds they take and their opponent takes. It can be useful to see this as a % of the total number of rebounds at that end (e.g. Off Rebs divided by Off Rebs + Opponent's Def Rebs) • Number of 2nd chance points

TEAM TENDENCY	INFORMATION
Defensive "pick up" point?	Does the team play defence full court or half court? If they play full court is it a trapping defence or is it just one defender on the ball? This is something that teams will often change depending upon the circumstance of the game. Accordingly, it can be useful to know when they tend to change defence: • After a free throw • After a time-out • After a substitution (some teams have particular players that they will use for trapping). Where a defensive team is putting pressure on the ball up court, the offensive team will often use a "smash" screen, where a player moves up into the path of the on-ball defender. This often happens near half way.
Post presence?	Does the team tend to have a player based in the offensive low post and/or high post? Any post position is a likely contact area (as the post player establishes position or setting screens). If a team does not have a low post player, that creates more space for back door cuts and/or dribble penetration and the keyway may be relatively open for periods of each offence, although it will still be an area where contact occurs. Where teams have a post player there may be obvious contact in the post (usually well before the ball arrives) and there is often a lot of screening action.
Dribble or pass?	Teams will have a preference for how they move the ball in offence – some teams use dribble predominantly, others mostly pass the ball and some will have a balance of the two. Particular players will also have a preference so a team may play differently depending upon who is on the court. A team that passes the ball will often use ball reversal to put the defence at a disadvantage – creating situations where defenders have a "long close-out" and are also likely to have more movement of players and more screens off the ball. A team that predominantly uses dribble will often have less movement by players off the ball and they are often positioned on the perimeter ready a pass after the dribbler has penetrated into the key. Teams that dribble will often use on-ball screens (rather than off-ball screens) and the screener may either "roll" to the basket or "pop" to the perimeter.

TEAM TENDENCY	INFORMATION
Level of pressure?	Teams will play with different levels of pressure and this often varies during a game – for example, a team that is down late in the game may increase their defensive pressure. Look to see if the team denies passes or allows passes on the perimeter. When a team is denying passes it will often result in their opponent cutting "back door" to the basket.
Defend on-ball screen	The on-ball screen is one of the most common offensive tactics utilised in basketball at the moment. Some teams will put a lot of pressure on the ball (e.g. "hard show", switch or double) and this will often result in another defender having to guard the screener as they "roll" to the basket. Others may go "under" or "through" (where the screener will remain between the on-ball defender and the player with the ball) and can allow a perimeter shot. The different types of defence on the screener do impact upon where the likely contact points will be and whether any mismatches are caused.
Likely match-ups	
Zone or Man-to-Man Defence?	Teams playing a zone defence are often more organized to move quickly into offence, because there is more predictability as to where players are on the floor. This can increase the tempo of the game. A weakness in a zone defence is in the rebounding contest, as defenders do not have a designated opponent to "block out". Offensive players are more likely to chase the offensive rebounds and there may be more late contact as a defender moves to "box out" or after an offensive player has rebounded.

TEAM TENDENCY	INFORMATION
Important players	Who are the important players on a team? Who is the best defender (by position), who is the "go to" scorer and who is the "banger" that sets screens and rebounds? Knowing who the "impact" (defensive or offensive) players are can help officials to prepare for the game. Equally, expect that the opponent may have devised a plan to negate those impact players.
Shooting range	The 3-point shot is much more prevalent now than it used to be, particular from the corner. Missed 3-point shots will often lead to a "long rebound" (i.e. further away from the basket) which can trigger fast breaks leading to a faster paced game. Teams will often use multiple off-ball screens in an attempt to get a shooter open and there will often be a lot of contact well off the ball.

HOW CAN A REFEREE OBTAIN INFORMATION ABOUT A TEAM?

There are many ways to get information about a team, such as:

- Speaking to colleagues that have already officiate the team (and making notes of your own after each game);
- Speaking to team coaches either that are in the league/tournament or that have watched the team;
- Reviewing statistics and game results – which are often available on the website or, at a tournament, may be available through the tournament office.;
- Reports in newspapers or provided by the league (e.g. on a website). These often focus on individual players but can also have valuable insight into a team's performance;
- Watching the team.

Below are a few things that the WABC
encourage team coaches to consider
when watching an upcoming opponent.
They are equally valuable for officials;

DO	
	• Watch the team warm-up. It's a good way to find out which players are left or right handed and an indication of how well they shoot from the perimeter
	• Make a note of which players start each quarter and the first one or two substitutions each quarter – this well help to identify "impact" players
	• Watch the game initially without taking too many notes – focus on tendencies that the team has (e.g. what defence do they play and is it aggressive?)
	• Prepare a simple "scouting" document, so that you can take notes quickly ("ticking" boxes as you see tendencies or concepts of play).
	• Use timeouts and other breaks in play to write notes
	• Make a note of any particular game situations and what their response was (e.g. 10 points down with a few minutes to play, they went to full court press)
	• Listen and see if you can hear what any plays are called
DON'T	• Be a "fan" – simply observe and analyze the game
	• Just watch the ball – often the "play" (and certainly the contact) is off-ball

Following is an example of a scouting form that an official might like to use. The left-hand column is what the team is doing. The right-hand column is where the official should address the question "so what"? What implication does what the team do have for:

- Mechanics and court position;
- Communication between the crew;
- An official's Active Mindset.

OPPONENT		FOR US TO CONSIDER?
TEAM DEFENCE		
• "Man-to-Man" Defence		
– aggressive or passive?		
– pressure the ball?		
– get to the "split line"?		
– rotate to "help the helper"?		
– "block out"?		
– double team post players?		
– deny passing lanes		
– release early to trigger fast break		
– guard ball screens (switch, double, through, over or push)		
– guard off ball screens (switch, through, under or over)		
• Zone Defence		
– alignment		
– trapping?		
– do they deny foul line area		
– do they deny short corner		
– are they easily screened		
• Press Defence		
– alignment		
– pick up point		
– trapping areas		
– trigger (free throw, timeout, score)		

WABC ON-LINE PLATFORM REFERENCES – COACH-REFEREE & PLAYER-REFEREE RELATIONSHIP

Level 2 – Team

4. Game Review and Analysis

    4.3   Scouting

        4.3.1   Watching Games

Level 3 – Team

3. Roles and Values

    3.2   Management

        3.2.4   Long Tournaments - Scouting

8.9 MANAGING RELATIONSHIPS – SCOUTING COACHES

Coaches have very distinct personalities – some are loud toward their players, others will say little during a game. Some will speak constantly to officials whilst others will only do so occasionally. Officials should be conscious of the personality of coaches and be ready to officiate them.

With a coach that speaks a lot, the officials should be clear with that coach how and when they should address the coach. They should not let them constantly raise the same question.

Some coaches will place more control on the behaviour on their players than others and where this is the case the officials may be able to ask the coach to "control" player behaviour rather than the official resorting to technical fouls.

Coaches will often have a preferred style of playing and this can give the officials an indication of the tempo that the game will be played at or how the game might be played. Some coaches encourage players to play a physical style of defence, others may prefer a more open tempo.

Without a doubt, some coaches will try to influence the decisions of the officials and whilst officials should listen to coaches (provided that they raise a matter respectfully and at an appropriate time) the officials must ultimately make decisions on the merits of the game.

In listening to the coaches, officials should recognise that the coach does have a different perspective of the game:

(a) they are physically in a different position relative to the players (so may see something that the officials did not see from their own position);

(b) they are watching the game through the "lens" of what their own team is trying to do (either to stop an opponent or to make their own play).

Having regard to these matters, a coach's question can provide useful information to the officials. For example, if they complain about the level of contact occurring off the ball it is a good reminder to ensure that the officials have coverage of the whole court.