



Points of Emphasis VJBL – Championship League

To ensure consistency in the calling and management of the game in the Season 2011-2012, the **Points of Emphasis** document will highlight to the coaches, players, referees and referee coaches, how the game will be officiated this season.

It is extremely important that we follow these *Points of Emphasis* - we are all responsible in ensuring uniformity and consistency for the entire 2011-2012 season week in week out as well as during the Classic Tournament.

It is important that these PoE remain front of mind with all officials and referee coaches throughout the season. It is expected that they will be discussed throughout the season at the commencement of games with the referee charged on the game to discuss these points with their partner and importantly that they are applied on court.

During post game discussions referee coaches are to provide direct feedback as to the application of the PoE and coach officials on areas of poor application.

Game Management – Calling the Game

Coach / Player behaviour

It is the intention during the season to reinforce good communication.

Coaches should be allowed to ask legitimate questions and receive feedback but only if it is asked at the right time and in the right spirit [ie. stoppage in play, and does not interfere with the referees' concentration.] The intention of the *Game Management Point of Emphasis* is for us all to be more focused on good behaviour rather than bad - poor behaviour will not be tolerated and will incur penalties if it is deemed to be outside the laws and the spirit of the rules of basketball. Therefore in all situations the issuing of a technical foul should enhance situations and not deteriorate it.

Whilst it is not the intention to stifle good communication between players, coaches and officials, the integrity of the game must be upheld. Therefore the following must be of prime consideration. Game Management specifically relates to areas of respecting the role of players, coaches, and officials and allowing each to perform their role to it's optimum.

1. It is extremely important that the referees and their coaching staff are respected at all times In applying what is considered fair and consistent adjudication for everyone involved in the game.
2. Allowance must be made for errors of judgement by all parties, and respect must be given to the judgement of officials in applying these principles without bias.

It is a requirement of all coaches and players that they portray respect and constraint towards decisions of officials at all times. Officials are still directed to use a discretionary warning or **“SHORT, SHARP, TO THE POINT”** explanation if the coach goes beyond these parameters, and if it is considered that further disciplinary action may be avoided. However this is in no way mandatory. We should try at best to avoid TO ENGAGE IN LENGTHY EXPLANATIONS WITH PLAYERS OR COACH. Therefore, officials are directed to call a technical foul in the following cases:

- Publicly overt and/or demonstrative actions towards officials
- Where an official considers he/she cannot perform their duty due to unreasonable and avoidable interference
- Audible obscenity by a player or coach.

Direct interaction with players and coaches is encouraged, as long as it is short, sharp and to the point and generally as directed. The professionalism of officials is encouraged in this area of the game - officials need to avoid being long winded and time consuming in sorting out issues. The facts need to be gathered, a decision made and coaches advised of the outcome in a very timely and professional manner.

Screening - Legal Screens

- a) a screener must be stationary (inside his cylinder) when contact occurs.
- b) had both feet on the floor when contact occurs.

If the screen is set **within** the field of vision of a stationary opponent (front or lateral), the screener may establish the screen as close to him/her as he requires, provided there is no contact while setting the screen.

If the screen is set **outside** the field of vision of a stationary opponent, the screener must permit the opponent to take one (1) normal step towards the screen without making contact.

If the opponent is **in motion**, the elements of time and distance shall apply. The

screeener must leave enough space so that the player who is being screened is able to avoid the screen by stopping or changing direction.

The distance required is never less than one (1) and never more than two (2) normal steps. A player who is legally screened is responsible for any contact with the player who set the screen.

Screening - Illegal Screens

When a player, who is screening an opponent, is moving when contact occurs he/she will be penalised if he/ she.....

a) was moving when contact occurred.

b) did not give sufficient distance in setting a screen outside the field of vision of a stationary opponent when contact occurred.

c) did not respect the elements of time and distance on an opponent **in motion** when contact occurred. If the screen is set **within** the field of vision of a stationary opponent (front or lateral), the screener may establish the screen as close to him/her as he requires, provided there is no contact while setting the screen.

If the screen is set **outside** the field of vision of a stationary opponent, the screener must permit the opponent to take one (1) normal step towards the screen without making contact.

If the opponent is **in motion**, the elements of time and distance shall apply. The screener must leave enough space so that the player who is being screened is able to avoid the screen by stopping or changing direction. The distance required is never less than one (1) and never more than two (2) normal steps. A player who is legally screened is responsible for any contact with the player who set the screen.

Players who use their backsides to make contact with an opponent, while screening for a team mate, and that contact disadvantages the opponent and takes him/her out of the contest, will be penalised for an illegal screen.

Block/Charge Calls

Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso. When guarding a player who controls (holding or dribbling) the ball, the **elements of time and distance do not apply**. The player with the ball must expect to be guarded and must be prepared to stop or change his direction whenever an opponent takes an initial legal guarding position in front of him, even if this is done within a fraction of a second. The guarding (defensive) player must establish an initial legal guarding position without causing contact before taking his position. Once the defensive player has established an initial legal guarding position, he may move to guard his opponent, but he may not extend his arms, shoulders, hips or legs to prevent the dribbler from passing by him/her.

When judging a charge/block situation involving a player with the ball, the official will

use the following principles.....

- a) the defensive player must establish a legal guarding position by facing the player with the ball and having both feet on the floor.
- b) the defensive player may remain stationary, jump vertically, move laterally or backwards in order to maintain the initial legal guarding position.
- c) when moving to maintain the initial legal guarding position, one foot or both feet may be off the floor for an instant, as long as the movement is lateral or backwards but not towards the player with the ball.
- d) contact must occur on the torso (“down-the-middle”) in which case the defensive player would be considered as having been at the place of contact first.

Note- the official will take into consideration whether the offensive player has “*broken the plane*” or entered the defender’s defensive cylinder.

In any of the above situations, the contact shall be considered as having been caused by the player with the ball. **Blocking** is illegal personal contact which impedes the progress of an opponent with or without the ball. It is legal for a player to extend his arm(s) or elbow(s) outside of his cylinder in taking position on the floor but they must be moved inside his cylinder when an opponent attempts to pass by. If the arm(s) or elbow(s) are outside his cylinder and contact occurs, it is blocking or holding.

Hand / Body Checking

Hand-checking is the illegal use of hands/arms to impede or change an opponent’s movement. Hand-checking is not allowed on a dribbler nor is the dribbler allowed to use his/her hand/arm to impede the defender. There must be consistency in the application from the officials from game to game throughout the season:

- It must be applied front and back court
- Any hand that is left on an opponent by a defensive player either in the front court or the back court that impede’s his/her opponent’s progress **MUST** be assessed as a foul
- Two (2) hands on an opponent is an automatic foul
- Incidental brushing of an opponent with the hand in the back court should be considered under advantage/ disadvantage principles
- Each call should be clearly signalled with the extra signal to indicate a “hand-check”.

As an extra assist to the players, it is suggested that the referee address them with the words “*show your hands*” but this must be done as a preventative measure ie. before it happens and not after the event.

The following principle may assist;

If a player places a hand on the opponent the referee should try and use their voice to have that player remove their hand (provided it does not disadvantage the ball carrier). Once the defender places their hand back on the offensive player, a hand checking foul should be called immediately.

Hand in, voice, hand in, foul. Hand in, voice, hands out, play on.

Hand-check calls cannot be made when players have their arms inside their cylinder.

Off-Ball contact - bumping cutters, off-ball, which takes away that player's "offensive threat" must be dealt with to discourage this practice. Referees are encouraged to penalize offenders early in the game.

Travelling

There have been several areas of concern in the amount of travelling that has been accepted recently. This *Point of Emphasis* is directed specifically at capturing those that gained a distinct advantage in beating an opponent and, more particularly, when a scoring opportunity results from the illegal foot movement.

As such, the referees are directed to be specific in applying the travel rule in the following areas:

- The offensive player shuffles his/her feet under the basket, once he/she has picked up the ball
- Dragging the pivot foot on receipt of the ball from a lead for a pass
- Moving the pivot foot on a drop-step move
- Dragging or lifting the pivot foot which causes the defensive player to shift direction, allowing the offensive player to move in the opposite direction
- Call the travel if a player takes an extra step to gather him/herself to go up for a shot *especially if the travel is blatantly obvious and causes the offensive player to gain an advantage.*

The referees are reminded: **Don't be the only one in the stadium that sees a travel.**

Unsportsmanlike Fouls

Illegal contact that goes beyond the bounds of acceptable contact **MUST** be deemed as unsportsmanlike under the rules of the game as determined by FIBA. Unsportsmanlike fouls will be called, if contact occurs, based on the following guidelines :

- If a player make no effort to make a genuine play for the ball or commits an “un-basketball” like foul
- a player commits a hard foul (excessive contact)
- If a defensive player causes contact with an opponent from behind or laterally in an attempt to stop a fast break and there is no opponent between the offensive player and the opponent’s basket (*a breakaway foul*) .

In simple terms there are two (2) issues to be considered:

1. was the action a legitimate attempt to play the ball ?
2. was the contact excessively heavy ?

If the answer is “**no**” to (1) and “**yes**” to (2), then an *unsportsmanlike foul* must be called - only one need apply. Contact should also be considered as unsportsmanlike in the following situation:

During the last two (2) minutes of the 4th quarter and the last two (2) minutes of each extra period, if a foul is called on a defensive player for illegal contact on his opponent while the ball is at the disposal of the in-bounds passer, this will be an *unsportsmanlike foul*.

Where there is a physical altercation between a player from opposite teams, the 3rd/4th player to become involved, physically, **will be** penalized with an unsportsmanlike foul.

Post Play

We do not want this part of the game [especially in the older age groups] to degenerate and escalation of the severity of the contact result in poor behaviour. Legal good physical match ups are encouraged

The guidelines the officials will use concerning allowable contact in post play situations are:

- Incidental contact between post players is to be expected, but the use of hands, arms or legs to push and dislodge opponents is not permitted.
- Excessive physical contact, in order to dislodge an opponent from a legally established position, should not be permitted.
- a defensive post player is permitted a one (1) arm-bar in the back of his/her opponent. The arm-bar must be within the defensive player’s cylinder and the first and only contact must be with the forearm, not the hand(s)
- this must be restricted to one (1) arm-bar only and must not be extended. A two (2)

arm-bar is to be assessed as an automatic foul.

- Once the player has received the ball and turns to face the basket the arm-bar MUST BE DROPPED.

Flopping

Flopping, as a means of over-emphasising contact in an attempt to draw an offensive/defensive foul, will be. This practice makes it that much more difficult for the official to make a good judgement. There are instances where the official has been “conned” into calling a foul when, in fact, the defensive/offensive player was responsible for the contact or “flopped”. In most cases (not all) the defensive/offensive player will actually bounce off the opposition player to get the desired effect, particularly if there is a mismatch.

In these instances, a foul should be called rather than a no-call - this has more potential to discourage this practice. It may, also, be appropriate to issue a warning to the offending player if the action was clearly obvious. This should be a public warning which is clearly noted by everybody. A repeat action by that player or his/her team mates will incur a technical foul.

Consistency

Consistency in applying the concept of advantage/disadvantage where the officials should not seek to interrupt the flow of the game. The principle provides assistance in deciding whether or not specific contact should be penalized as a foul. It is critical that the official sees the “whole play”. It’s not contact itself that is a foul but rather the effect of that contact insofar as it creates an unfair advantage/disadvantage as a result. If a player’s offensive threat is removed as a result of contact, a decision must be made as to whether a disadvantage took place.

Consistency of application in areas of game Management will go a long way towards better acceptance by all involved in the on court game and the fans. But it must, at all times, be fairly and consistently applied.

POE Additional 12, and 14's

- All illegal contact will be called a foul, incidental contact will not be penalised.
- Get the first foul and don't let the level escalate.
- Contact on a player shooting is a foul- no if's, but's or maybe's.

POE Additional 16's, 18's and 20's

We will continue to promote advantage/disadvantage interpretations during games. Consistency is the aim. Referees are asked to be mindful that there are some cases where perceived advantage to the offensive team (e.g. hand checking that does not impede offensive progress) can be interpreted as a disadvantage in some cases (e.g. defensive team is on 5 team fouls at the time of occurrence) especially if the offensive team does not get a score.

In most cases, referees are encouraged to communicate passively and advise players on the go before calling a foul. Allowing players to make quick, immediate adjustments reduces stoppages in the game and allows for a continuous flow of the game.

- Eliminate soft calls.

Mechanics

We make the following comments for officials on the minimum expectations and requirements for this league.

- Mechanics are applied as per the FIBA 2 person mechanics book.
- The Lead official is encouraged to move to 5/6 to officiate the post play as required for the game. The decision to make this adjustment [and back out of] needs to be made in the context of the game, however officials need to be conscious to avoid getting caught mid key and then potentially straight lined to the play.
- At intervals of play and time outs officials are directed to go to the opposite side of the court [FIBA Mechanics page 10 diagram 10] initially and discuss aspects of the game that need to be addressed. At your discretion a decision then can be made to approach the bench to attend to any admin matters or to bring teams in from time outs etc. This is an effective strategy to remove your self from the coaches proximity in situations that may have raised tension. It is not to say that we avoid discussions with coaches, but it allows the discussion to occur at the end which may be managed easier. **UNDER NO CIRCUMSTANCES MAY COACHES WALK ACROSS THE COURT** to discuss the call. Preventative officiating is to be used by the official to gesture the coach to return to their bench.
- If a dialogue occurs with the coach, the official must walk the coach back to their team area. We remind officials that such conversations are to be short, sharp and to the point.
- Officials must manage the dead ball periods of the game. This includes to keep an eye on players, hustle the situations, and not allow mini time outs to occur when free throws have been awarded.
- Both officials prior to the start of the game must introduce themselves to both coaches.

