



Officials

Handbook 2018

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1-BEHAVIOUR

ACKNOWLEDGEMENT OF, AND AGREEMENT TO ABIDE BY, BASKETBALL NSW BEHAVIOURAL AND OTHER POLICIES FOR OFFICIALS

I acknowledge that Basketball NSW retains the right to withdraw a nomination, censure, fine, suspend or expel from Basketball New South Wales (BNSW) or any event sanctioned by BNSW, any official (including but not only confined to, Referee, Referee Supervisor, Referee Instructor, Referee Commissioner, Referee Program Managers, Scoretable Personnel, Statisticians) who, being an appointed representative of any basketball organisation playing in a sanctioned Basketball New South Wales event:

- a) Wilfully refuses, or neglects, to comply with the reasonable instructions of Basketball New South Wales or its delegated representative;
- b) Is guilty of any conduct which in the reasonable opinion of Basketball New South Wales or its delegated representative is unbecoming of an Official or prejudicial to the interests, image, reputation or welfare of Basketball New South Wales, its affiliated Associations or of Basketball in general; or
- c) Makes statements in public or via social mediums which would in the reasonable opinion of Basketball NSW amount to a breach of the BNSW Code of Conduct, or the Basketball Australia Code of Conduct.

The BNSW Code of Behaviour for Coaches, Officials & Support Staff is available on the BNSW website and must be read before signing this form.

Your local association may initiate separate action if it deems appropriate.

BNSW Officials Guidelines

Facebook, Twitter etc – No statements about Referees, Referee Coaches, Teams, Coaches, Players or BNSW that could be perceived to be rude, personal, demeaning or slanderous. You may be asked to review your comments or you may be removed from the league rosters or face the possibility of being sent to a disciplinary tribunal.

Player, Coach or Spectator any officials who participate in any BNSW leagues/sanctioned association competitions who behave inappropriately towards fellow officials may be removed from the league rosters or face the possibility of being sent to a disciplinary tribunal. Officials should understand the importance of respect towards their fellow officials.

As this may affect your association's ability to meet their requirements they will also be informed.

Alcohol – As part of BNSW duty of care to all participants in the game, any officials considered to be affected by drugs or alcohol or smelling strongly of alcohol will be removed at the discretion of BNSW staff or any person representing BNSW. **A no alcohol policy will be enforced at all BNSW weekend tournaments or junior basketball events/games.**

2-GAME ADMIN



H-10min: Officials are advised to be at the venue before first game.

H-3min: Ensure court fees have been paid, player's names & numbers are on the scoresheets and coaches.

H-1min: Game ball selection.

H-00: Game starts

NB: Two technical fouls for a coach OR Two Technical Fouls OR two unsportsmanlike fouls OR one technical foul and one unsportsmanlike foul against a player mean game disqualification. Therefore, for any disqualification, the referee must complete the *officials report form* and give it to their supervisor. (On charge indicate GD for two technical fouls). Similar procedure shall be done in case of two unsportsmanlike fouls.

3-EXAMPLE COMPLETED FORM

REPORT FORM

DATE OF GAME: 01 / 01 / 18 VENUE: PSS TIME: 19:00

TEAMS INVOLVED: Blue v Red MEN / WOMEN

(circle grade & division)
Champ - Div 1 - YL / D1 or D 2
18 - 16 - 14 - 12 / D1 - D2 - D3 - D4

NAME AND NUMBER OF REPORTED PERSON: John Doe #4

TEAM: Red

OFFICIALS MAKING REPORT: The Referee

SUPPORTING OFFICIALS: The Umpire

CHARGE (refer to back of sheet) OR ZERO TOLERANCE: GD (Game Disqualification)

DETAILS OF CHARGE:

#4 Blue – 1st tech – Disputing decisions. (2nd Qtr)

#4 Blue – 2nd Tech – Swearing. (3rd Qtr)

Removed from game.

T.Referee

(Signature of Officials)

- (a) penalties for offences involving persons other than officials ("Group A offence"); and
(b) penalties for offences involving an official ("Group B offence")
-

Offences and Penalties

Procedural

Failure to attend Tribunal without proper cause when notified.

A maximum of Twenty (20) weeks

Failure to co-operate in, hindering an investigation or hearing under these by-laws.

A maximum of Twenty (20) weeks

Participating in the game of basketball whilst under suspension.

A minimum of (2) weeks, maximum of (6) weeks per game plus the suspension period.

Behavioural

Disputing decisions of a Referee.

A maximum of six (6) weeks

Unsportsmanlike behavior

A maximum of six (6) weeks

(Throwing water bottle, kicking stand or bin for example)

Code of conduct breach.

A maximum of six (6) weeks

7. Conduct that brings the game of basketball into disrepute.

A maximum of Twenty (20) weeks

(Dummy spit with swearing and aggressive behavior and could involve being involved in a melee/brawl/fight)

8. Obscene gestures

A – maximum Ten (10) weeks

B – maximum Twenty (20) weeks

9. Obscene language (which may include abusive or insulting language or language that vilifies – comments regarding race, sexuality or religion)

A – maximum of Ten (10) weeks

B – maximum of Twenty (20) weeks

10. Putting a person in fear of impending danger/violence.

A – maximum Fifty two (52) weeks

B – maximum of One Hundred and four (104) weeks

11. Intimidating or bullying a person or attempting to do so.

A maximum of Fifty two (52) weeks

12. Public criticism of officials, coaches or players Related to basketball activities.

A maximum of Twenty (20) weeks

Technical/Physical

13. Attempting to trip.

A – maximum ten (10) weeks

B – maximum twenty (20) weeks

14. Tripping.

A – maximum ten (10) weeks

B – maximum fifty two (52) weeks

15. Attempting to strike (fist, hand, object, head, this includes pushing, chesting up, elbowing, kicking, hiping and kneeling).

A – maximum ten (10) weeks

B – maximum fifty two (52) weeks

16. Striking (fist, hand, object, head, this includes pushing, chesting up, elbowing, kicking, hiping and kneeling).

A – maximum Fifty two (52) weeks

B – maximum of Life

17. Fighting.

A – Two or more players involved a maximum of twenty (20) weeks.

The melee rule applies when a fracas develops (eg. Pushing, wrestling, scragging) between 3 or more players. See Charge 21.

18. Spitting.

A – maximum twenty (20) weeks

B – maximum fifty two (52) weeks

19. Moving under an airborne player (tunneling).

A – maximum of one hundred and four (104) weeks

20. Deliberately endangering the safety, health of the players, spectators, officials (incidents involving blood/body fluids).

Maximum penalty Life

21. Melee.

Is an incident involving three or more players who are pushing, shoving or otherwise struggling with one another and which, in the opinion of an official believes it brings the game of basketball into disrepute or prejudices the interests or reputation of the competition in which the game is being played.

A – Three or more players involved a maximum of twenty (20) weeks.

22. Coaching, Refereeing, Playing, Scorebench duties while under Suspension.

A – minimum penalty: Two (2) weeks per game plus the suspension period

A – maximum penalty: Five (5) weeks per game plus the suspension period

4-REP OFFICIATING GUIDELINES 2017 - 2018

1. Use of Voice

Officials are expected to preventatively officiate the game with effective voice. This is a proactive approach to prevent illegal contact from occurring rather than being a reactive measure after contact has occurred. The use of voice however is not intended to replace the calling of fouls that would ordinarily have been called.

Officials are expected to verbally support their calls and signals during the game.

2. Contact and Criteria

- Officials shall decide whether illegal contact caused by a player has had an effect on the play. If contact caused by a player in any way restricts the freedom of movement of an opponent or forcibly moves an opponent, such contact is a foul.
- When deciding on a personal contact or violation, the officials shall, in each instance, have regard to and weigh up the following fundamental principles:
 - The spirit and intent of the rules and the need to uphold the integrity of the game.
 - Consistency in application of the concept of illegal contact and effect on the play. The officials should not seek to interrupt the flow of the game unnecessarily in order to penalise incidental personal contact which does not give the player responsible an advantage nor place his opponent at a disadvantage.
 - Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.
 - Consistency in the maintenance of a balance between game control and game flow, having a 'feeling' for what the participants are trying to do and calling what is right for the game.

3. Shooter Protection

- **Illegal** contact on an opponent in the act of shooting is to be called a foul.

REP OFFICIATING GUIDELINES 2017 - 2018

4. Fake a Foul

- Fake is an action by a player to simulate that he has been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage.
- This type of behaviour does not fit within the spirit of sportsmanship and fair play and if identified should be controlled early.
- **Standard (normal) Faking**
 - A player who fakes being fouled but does not generate any illegal contact and the referee shows the fake signal:
 - I. i. A warning is given to the player and to the Head Coach during the next game interruption. This serves as a warning for that team.
 - II. ii. Any repetition of faking by the same team is a technical foul.
 - III. iii. Each team is entitled to one warning.
 - **Excessive Faking**
 - i. A player who fakes excessively (without any contact with an opponent) and does not generate any illegal contact, this is a Direct Technical Foul.
 - **Faking and Illegal Contact**
 - i. If a player fakes generating illegal contact, call the foul on the faker.
 - ii. If there is a foul on the play there cannot be a fake on the same play.

REP OFFICIATING GUIDELINES 2017 - 2018

5. Player / Coach Behaviour

- Officials are encouraged to have open and respectful communication with players and coaches. Conversations should be short, sharp and to the point and without debate. All attempts should be made to resolve any conflict in a timely and professional manner, ensuring the game is not unnecessarily delayed.
- Inappropriate and unacceptable behaviour by a player or coach will not be tolerated.
- Mistakes made by coaches, players, administrators and officials are a part of the game.
- Disrespectful, inappropriate and unacceptable behaviour when mistakes are made will not be tolerated.
- In the BNSW Waratah Junior Leagues the Head Coach is permitted to remain standing during the game. Only the Head Coach is permitted to address the officials (with the exception of U12's as per the league by-laws). The coach may address the players verbally during the game provided they remain within the team bench area. **The assistant coach shall not address the officials or stand during the game.**
- Officials should not allow coaches to enter the court, or leave the team bench area. Except;
 - a) During a charged time-out to address the team (provided they remain within the vicinity of their team bench area).
 - b) Attending to an injured player.
 - c) Courteously requesting a time-out or statistical information from the score table.
- Respectful questions asked in a calm manner by a player or a coach are to be answered by the official when an opportunity permits. Officials are to **listen, understand, respect** and **respond** accordingly. Officials are to provide short, sharp responses to ensure that the game is not unnecessarily delayed.
- At no time shall a player or coach be disrespectful to officials and/or table officials.
 - A player/coach is not allowed an objectionable initial reaction to a call, including:
 - a) Any **obvious or blatant verbal or non-verbal disputation** of an official's decision.
 - b) Any action that **belittles or demeans an official**.
 - c) Any **obvious non-verbal reactions** which may incite the crowd.
 - d) Any use of **audible foul language**.
- Officials should not allow any **continuous questioning towards the officials or continual commentary on the game**.
- Officials should not allow assistant coaches or bench players rising to their feet **to complain about an official's decisions**.
- Officials should not allow coaches to become the centre of attention with **theatrical gestures and constant complaining**.

REP OFFICIATING GUIDELINES 2017 - 2018

PROCEDURE

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

STEP 1:

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

STEP 2:

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

STEP 3:

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

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

IF a player is not listed on the scoresheet , they cannot take the court.

This is not a technical foul (it may be a forfeit) and referees cannot use their discretion to allow players to be added. A change of number is acceptable but not a new addition after the game has commenced.

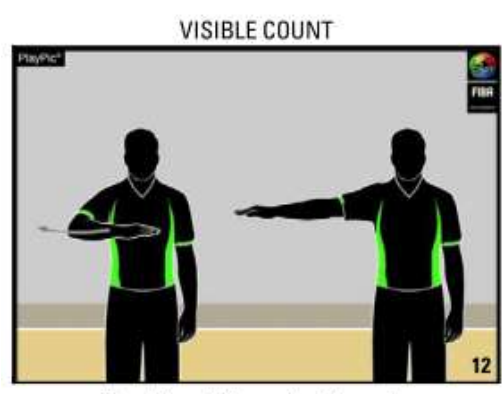
6. Undergarments

The following garments are permitted to be worn:

- (a) Sleeveless tops (any colour)
- (b) Calf sleeves - **Black**
- (c) Arm sleeves - **Black**
- (d) Quad sleeves - **Black**
- (e) Any garments worn on the legs must be **Black**
- (f) Headgear must be **black**, with no pins etc

5-SIGNALS:

FIBA SIGNALS ONLY TO BE USED:



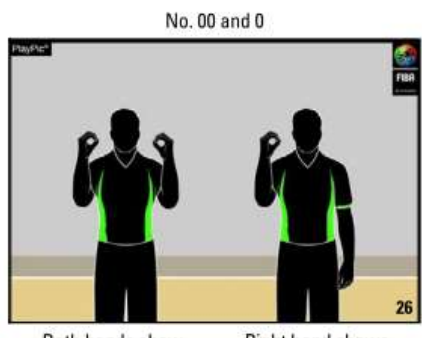
Counting while moving the palm



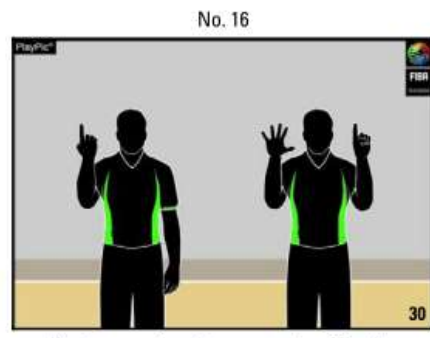
Thumbs up, then point in direction of play using the alternating possession arrow



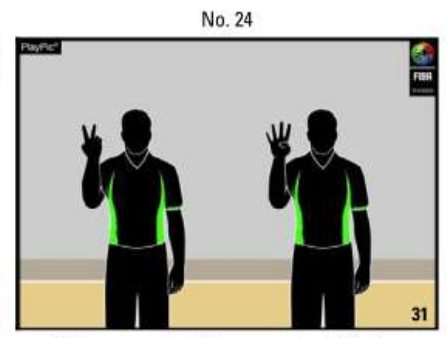
Point to the foot



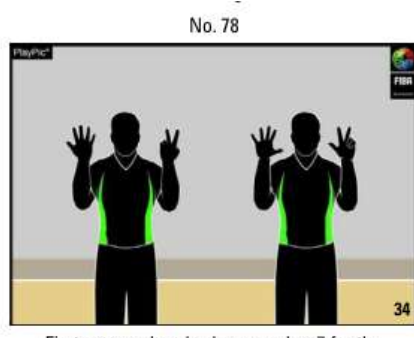
Both hands show number 0 Right hand shows number 0



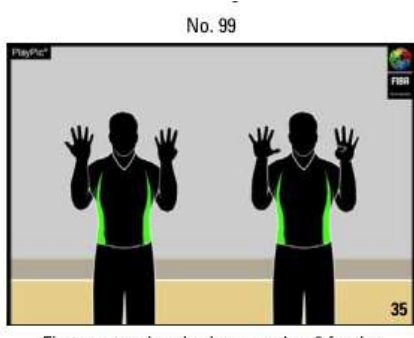
First reverse hand shows number 1 for the decade digit - then open hands show number 6 for the units digit



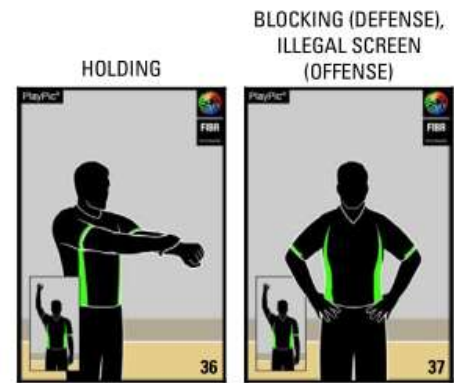
First reverse hand shows number 2 for the decade digit - then open hand shows number 4 for the units digit



First reverse hands show number 7 for the decade digit - then open hands show number 8 for the units digit



First reverse hands show number 9 for the decade digit - then open hands show number 9 for the units digit



Grasp wrist downward

Both hands on hips

SIGNALS:

PUSHING OR CHARGING WITHOUT THE BALL



Imitate push

HANDCHECKING



Grab palm and forward motion

ILLEGAL USE OF HANDS



Strike wrist

CHARGING WITH THE BALL



Clenched fist strike open palm

ILLEGAL CONTACT TO THE HAND



Strike the palm towards the other forearm

HIT TO THE HEAD



Imitate the contact to the head

FOUL BY TEAM IN CONTROL OF THE BALL



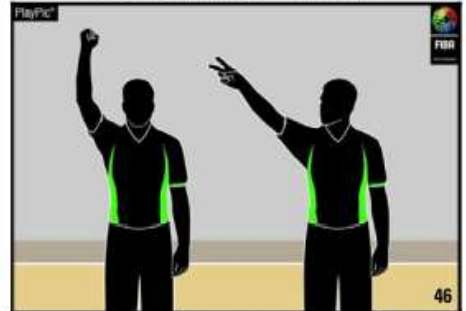
Point clenched fist towards basket of offending team

EXCESSIVE SWINGING OF ELBOW



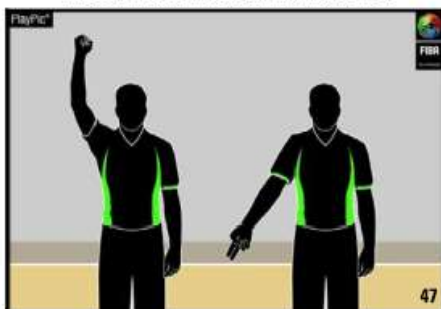
Swing elbow backwards

FOUL ON THE ACT OF SHOOTING



One arm with clenched fist, followed by indication of the numbers of free throws

FOUL NOT ON THE ACT OF SHOOTING



One arm with clenched fist, followed by pointing to the floor

FAKE A FOUL

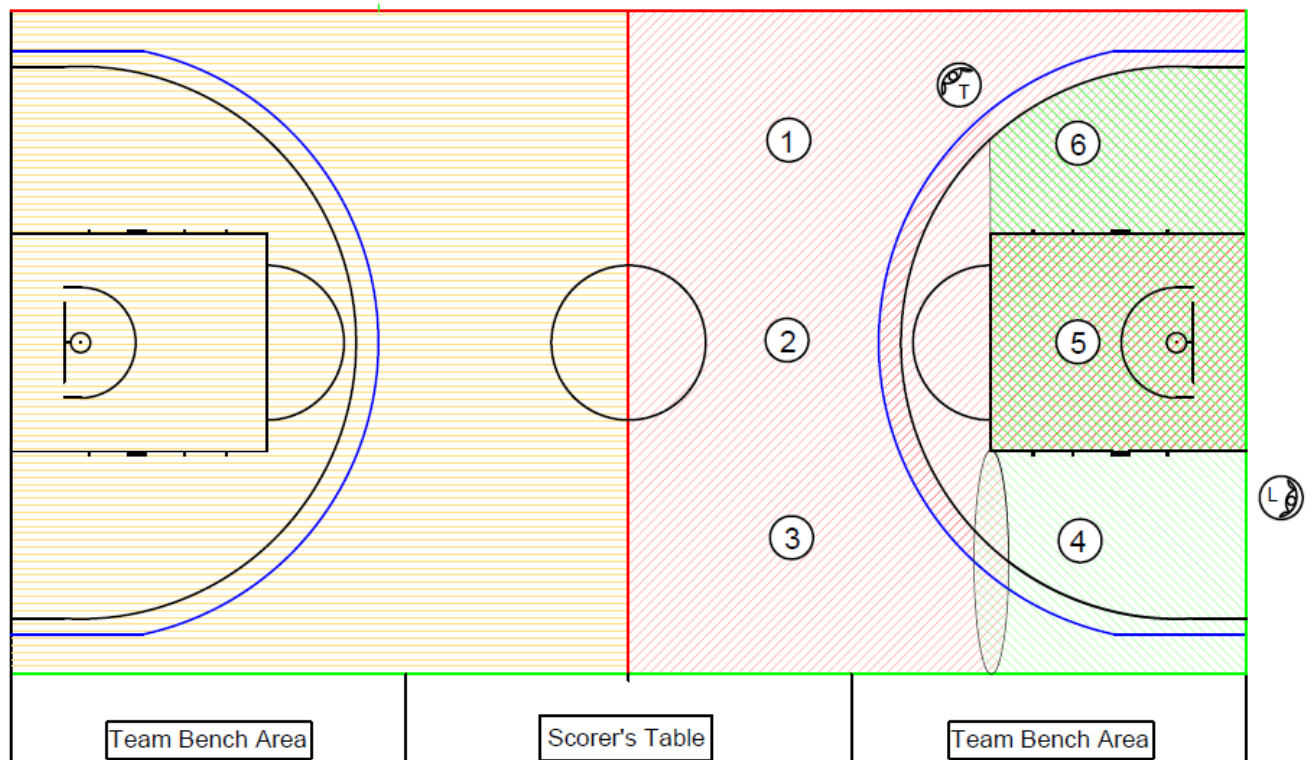


Raise the lower arm twice

NO SECONDARY SIGNALS All signals need to be made within the "frame" to ensure the players, coaches, scoretable and spectators can clearly see what is being called.

6- AREAS OF RESPONSIBILITY:

- Primary area of responsibility
- “Help” call could be given during a game however the foul must be obvious and the call must be delayed



REFEREES TRAINING SHEET

1-Free Throws:

The positions of the officials are shown on the diagram below

Trail official takes a position at the intersection of the free throw line extended and the 3 point line.



Trail (T) is responsible for giving the correct free throw signals and awarding successful free throws.



Official (L) is responsible for administrating all free throws.

For sets of free throws to be followed by possession or further sets of free throws, players do not line up along the free throw lanes.

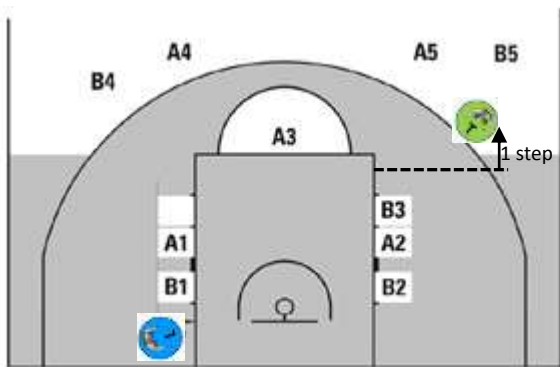
Both officials are required to look for violations:

Trail:

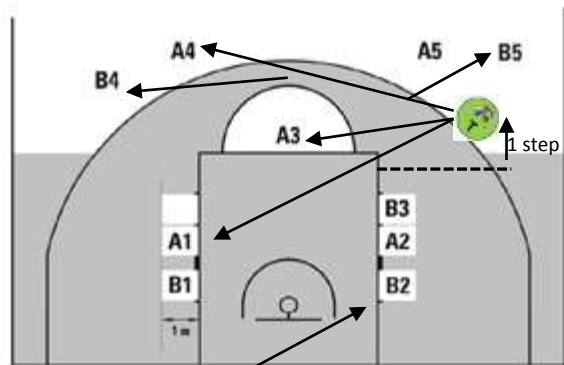
- Outside players
- Free Throw Shooter
- Opposite rebounders

Lead:

- Opposite rebounders



More than one FT positioning



Last or only FT positioning

2-Rules:

Free throw shooter (A3):

- Stays behind the Free Throw line until the ball touches the ring
- Release the ball within 5 seconds
- Not fake Free Throw
- The ball must touch the ring during the last or only Free Throw
- (During the last or only free throw this is a violation)

Restricted area free throw rebounder: (B3-A1-B1-A2-B2)

- Enter in the restricted area before the ball has left the hands of the free throw shooter
- Not distract the free throw shooter

3 point line free throw rebounder: (B4-A4-B5-A5)

- Remain behind the free throw line extended and behind the 3 point field goal line until the ball touches the ring.

3-FT Violations:

- **If missed**

Violation by the shooter or team-mate - opponent's ball out of bounds free throw line extended.

Violation by opponent of free throw shooter - Substitute free throw is awarded.

Violation by both teams - jump ball situation.

- **If successful**

Violation by the shooter - cancel the basket - opponent's ball out of bounds free throw line extended.

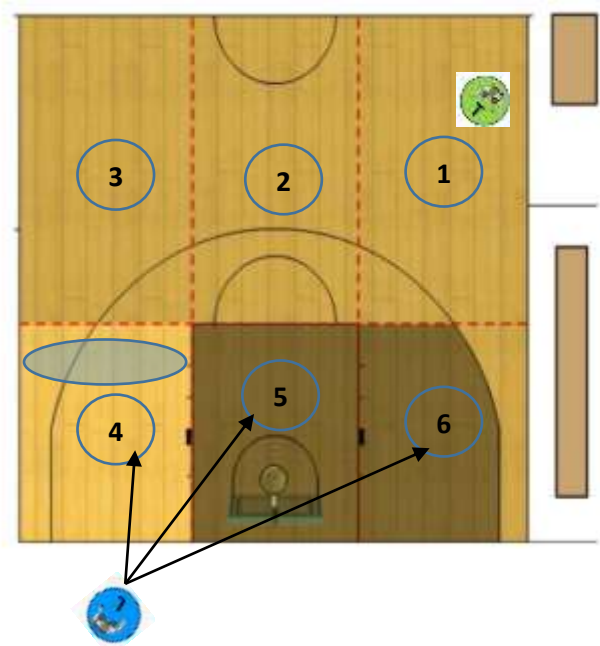
Violation by team-mate or opposition - award one point and ignore the violation.

4-Signals:

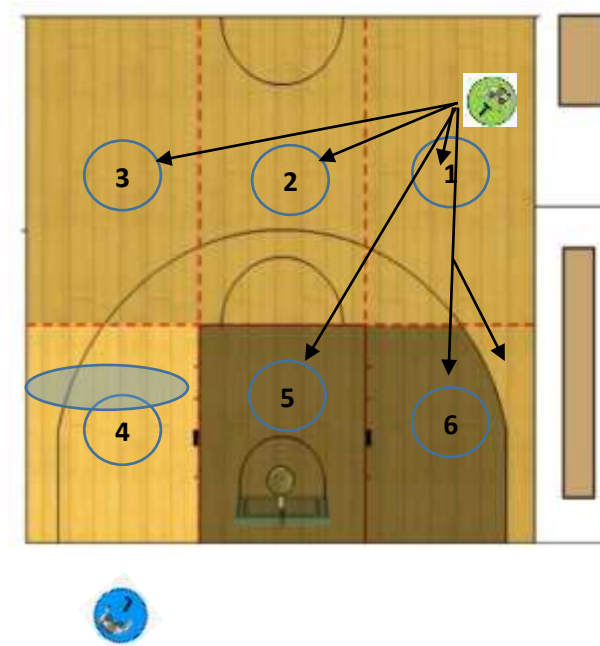


1-Area of responsibilities (AOR):

LEAD:



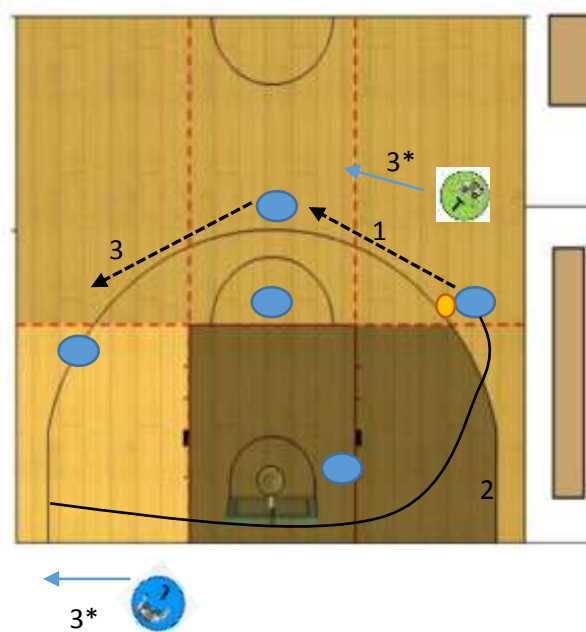
TRAIL:



2-Areas 3/4:

Game situation: Simple Swing and post play to introduce $\frac{3}{4}$ area cut off

Initial positions:

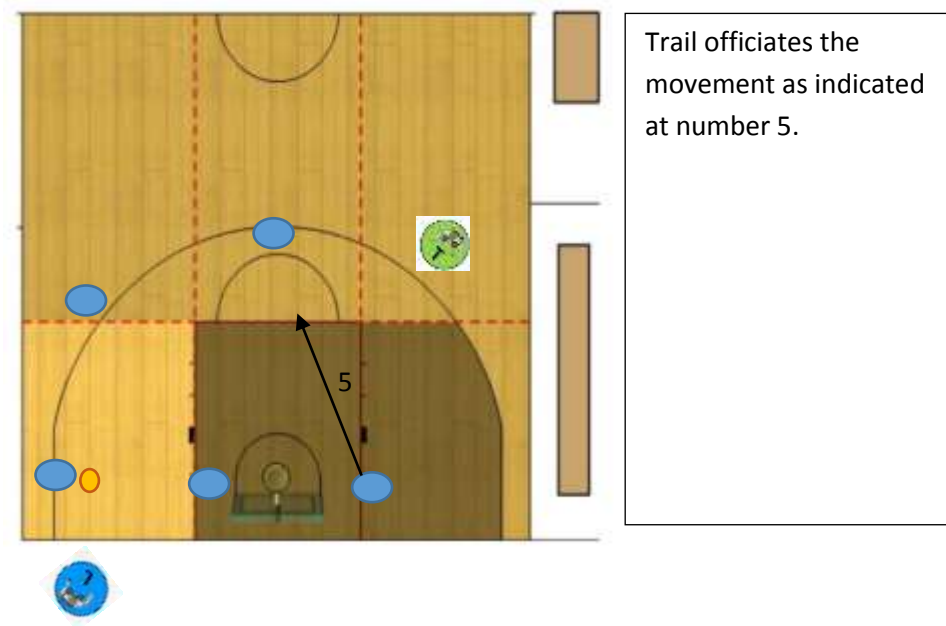
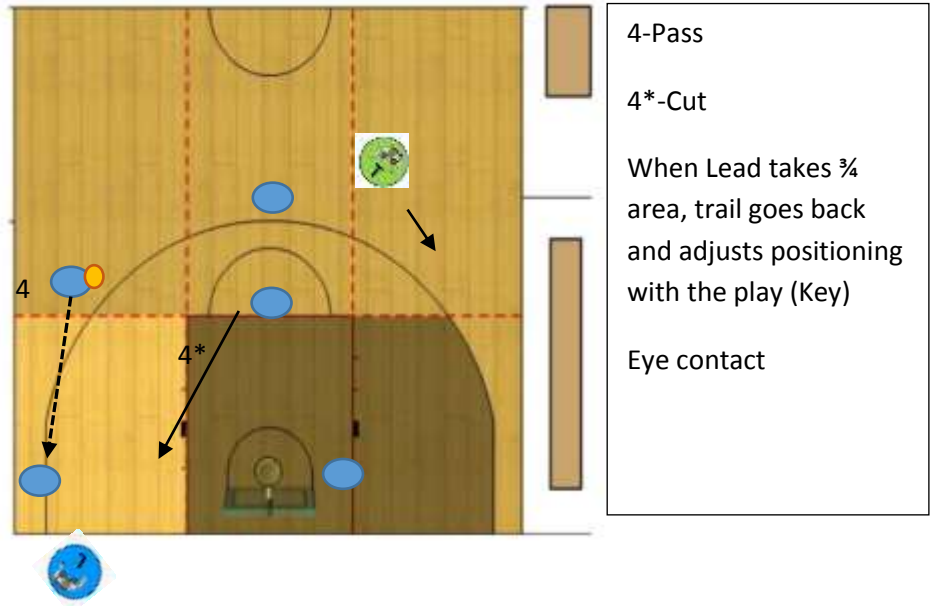


1-Pass

2-Cut

3-Pass

Trail and Lead adjust their position as indicated at number 3* during the movement as indicated at number 3.

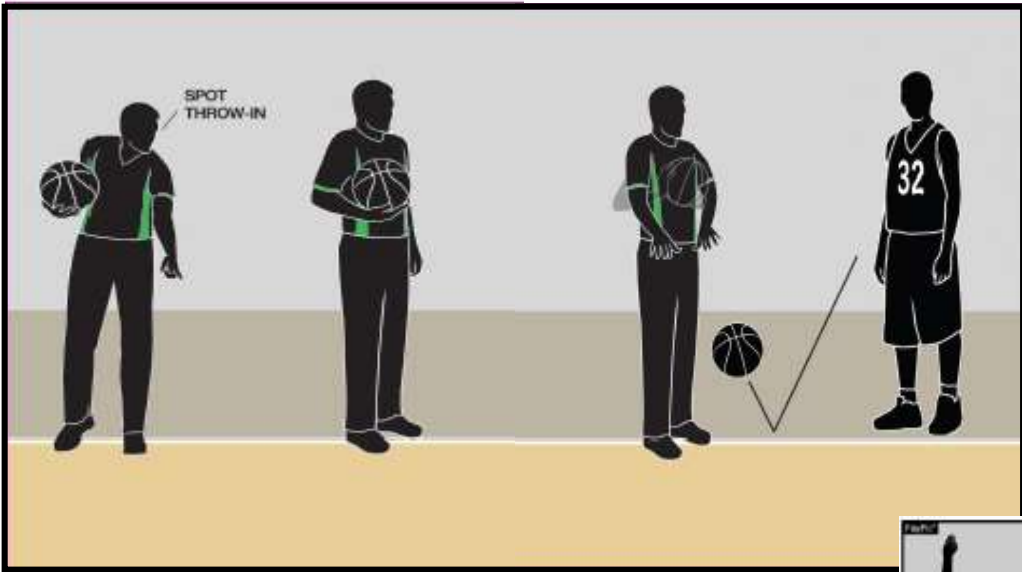


Final positions:



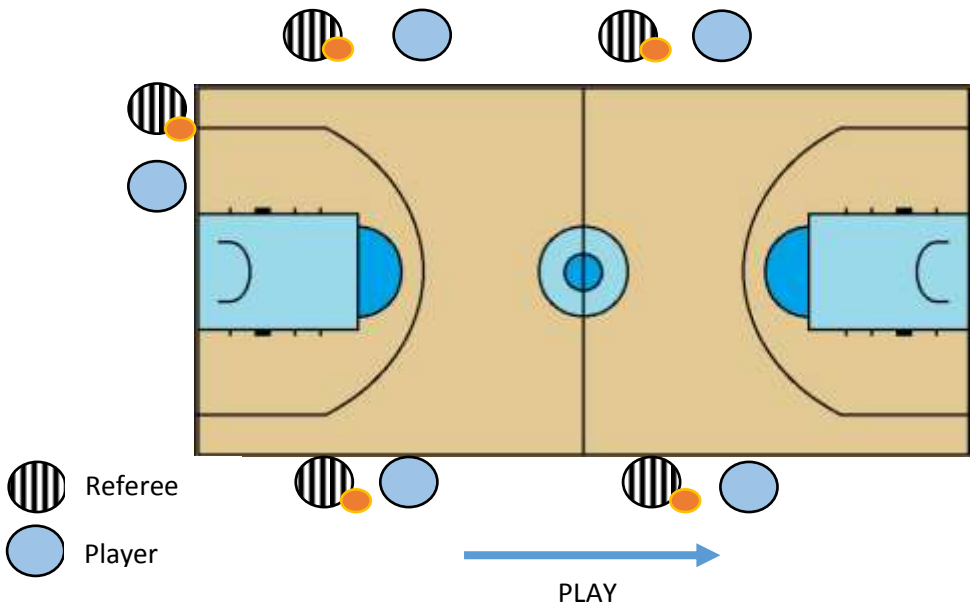
NB: At all time officials shall keep a 45 degree angle from the play

Throw in:

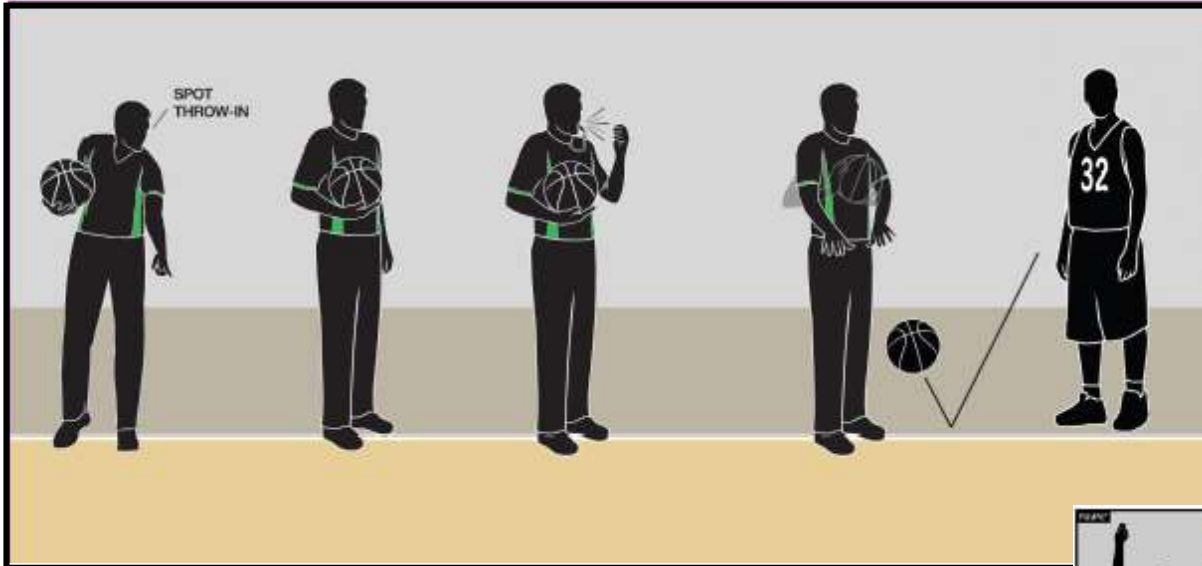


1. Designate the throw-in spot
2. Ensure player is at the right spot
3. Create distance with the thrower
4. Bounce/Handle the ball to the player for throw-in.
5. **5 second** count, hold stop clock signal and start the clock

During a throw-in, remain behind/outside the play:

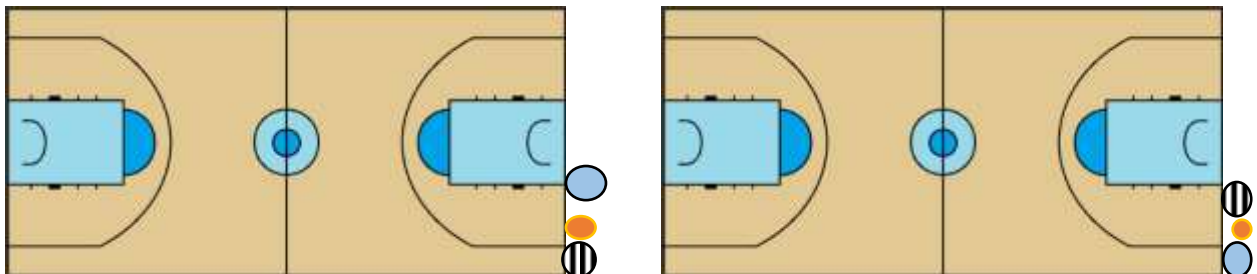


WARNING WHISTLE: ONLY ENDLINE FRONTCOURT THROW-IN



1. Designate the throw-in spot
2. Ensure thrower is at the right spot
3. Create distance with the thrower
4. Blow the whistle before placing the ball at the player's disposal for the throw-in.
5. Bounce/Handle the ball to the player for throw-in
6. **5 second count**, hold stop clock signal and start the clock

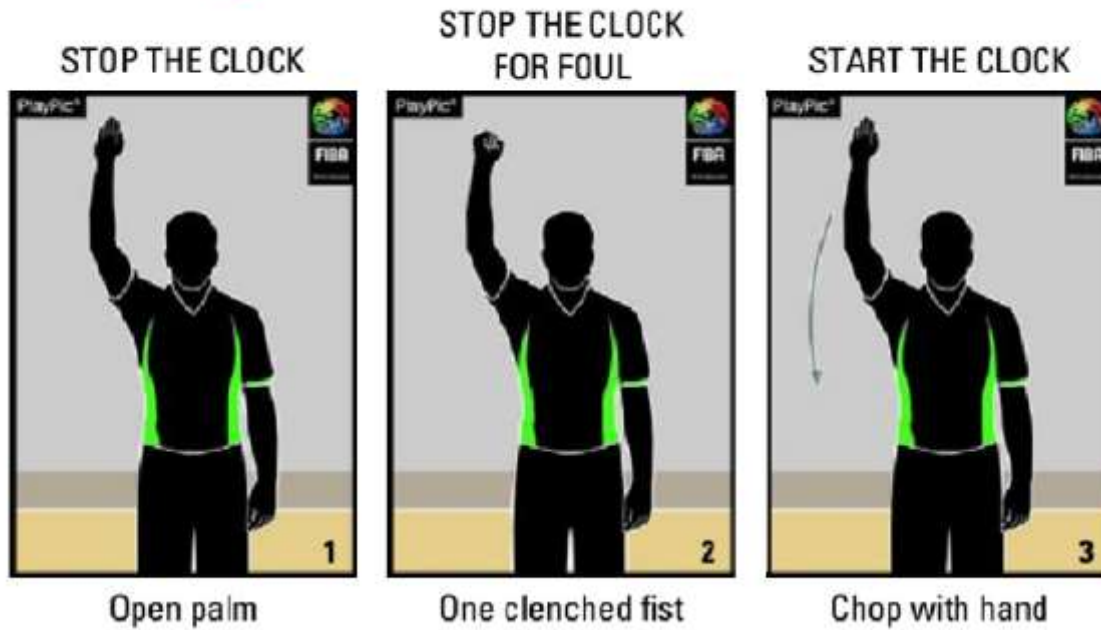
On the base line, adjust your positioning to the game:



If thrower is inside, be outside and if the thrower is outside, be inside.

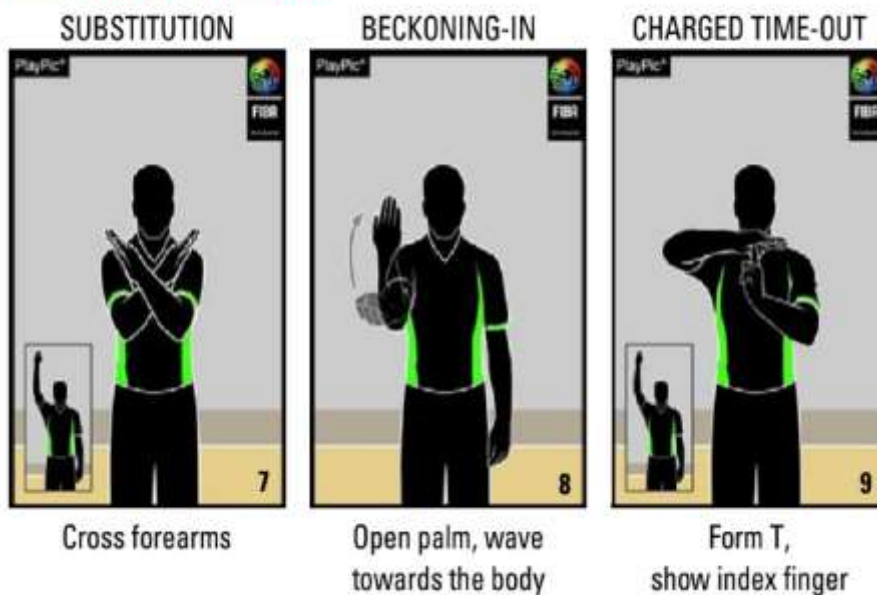
Game Clock Signals

Game clock signals



Substitution and Time-out Signals

Substitution and Time-out



Violation Signals

Violations

TRAVELLING



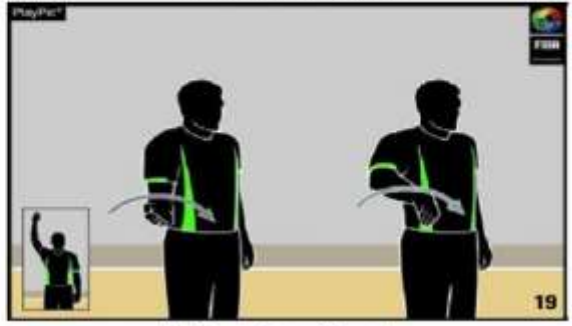
Rotate fists

ILLEGAL DRIBBLE: DOUBLE DRIBBLING



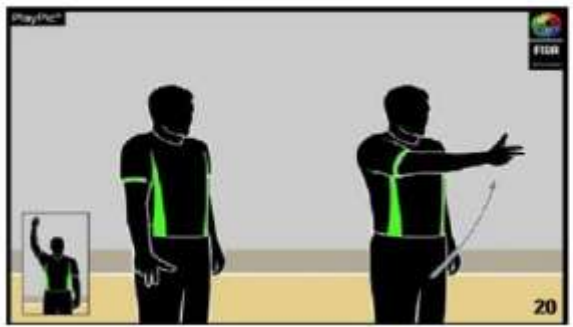
Patting motion with palm

ILLEGAL DRIBBLE: CARRYING THE BALL



Half rotation with palm

3 SECONDS



Arm extended, show 3 fingers

5 SECONDS



Show 5 fingers

8 SECONDS



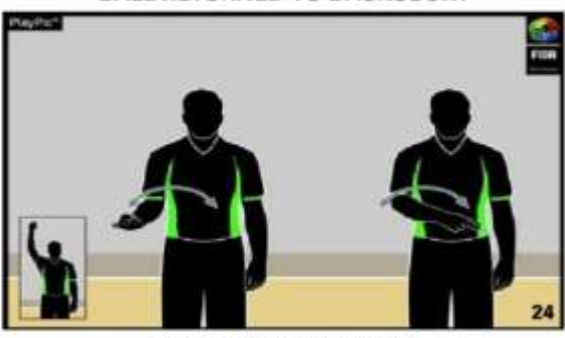
Show 8 fingers

24 SECONDS



Fingers touch shoulder

BALL RETURNED TO BACKCOURT



Wave arm front of body

DELIBERATE FOOT BALL



Point to the foot

Scoring Signals

Scoring

1 POINT



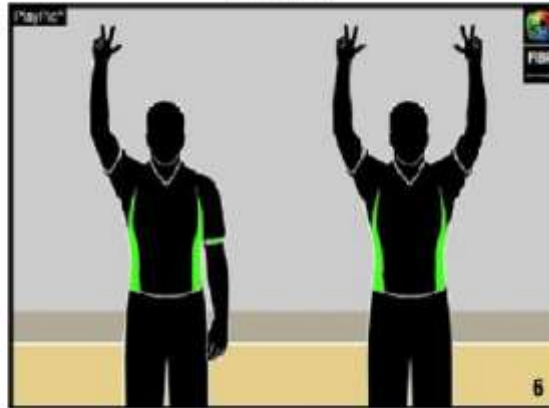
1 finger, 'flag' from wrist

2 POINTS



2 fingers, 'flag' from wrist

3 POINTS



3 fingers extended
One arm: Attempt
Both arms: Successful

Free Throw Administration

Administrating Free Throws – Active Official (Lead)

1 FREE THROW



1 finger horizontal

2 FREE THROWS



2 fingers horizontal

3 FREE THROWS



3 fingers horizontal

Administrating Free Throws – Passive Official (Trail & Centre)

1 FREE THROW



Index finger

2 FREE THROWS



Fingers together on both hands

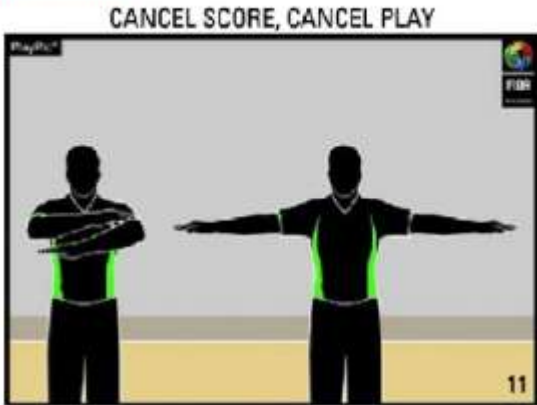
3 FREE THROWS



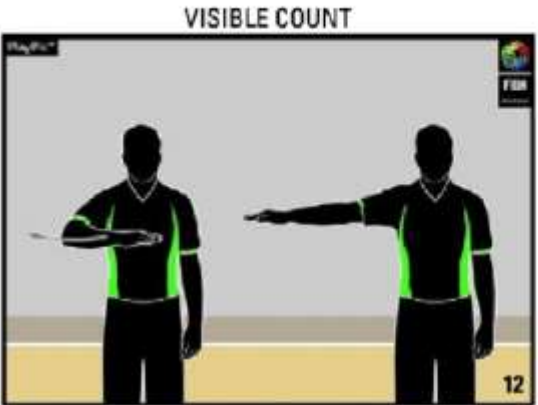
3 fingers extended on both hands

Informative Signals

Informative



Scissor-like action with arms, once across chest



Counting while moving the palm



Thumb up



Rotate hand, extend index finger














Point in direction of play, arm parallel to sidelines



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

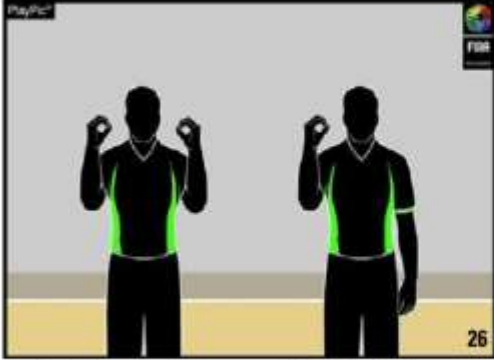
Foul Signals

<p>ILLEGAL USE OF HANDS</p>  <p>40</p>	<p>CHARGING WITH THE BALL</p>  <p>41</p>	<p>ILLEGAL CONTACT TO THE HAND</p>  <p>42</p>	<p>EXCESSIVE SWINGING OF ELBOW</p>  <p>43</p>
<p>Strike wrist</p>	<p>Clenched fist strike open palm</p>	<p>Strike the palm towards the other forearm</p>	<p>Swing elbow backwards</p>
<p>HIT TO THE HEAD</p>  <p>44</p>	<p>FOUL BY TEAM IN CONTROL OF THE BALL</p>  <p>45</p>	<p>BLOCKING (DEFENSE), ILLEGAL SCREEN (OFFENSE)</p>  <p>37</p>	
<p>Imitate the contact to the head</p>	<p>Point clenched fist towards basket of offending team</p>	<p>Both hands on hips</p>	
<p>HOLDING</p>  <p>36</p>	<p>PUSHING OR CHARGING WITHOUT THE BALL</p>  <p>38</p>	<p>TECHNICAL FOUL</p>  <p>49</p>	<p>UNSPORTSMANLIKE FOUL</p>  <p>50</p>
<p>Grasp wrist downward</p>	<p>Imitate push</p>	<p>Form T, showing palms</p>	<p>Grasp wrist upward</p>

Number of Players Signals

Number of Players

No. 00 and 0



Both hands show number 0

Right hand shows number 0

No. 1 - 5



Right hand shows number 1 to 5

No. 6 - 10



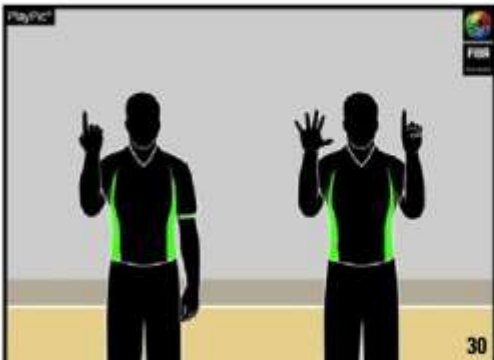
Right hand shows number 5, left hand shows number 1 to 5

No. 11 - 15



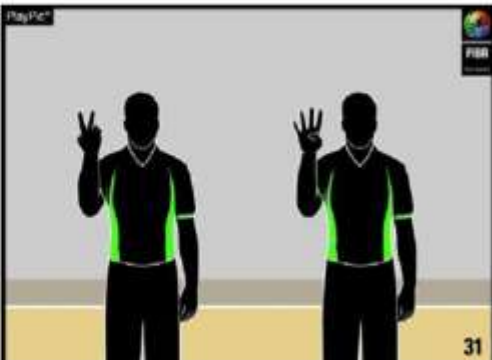
Right hand shows clenched fist, left hand shows number 1 to 5

No. 16



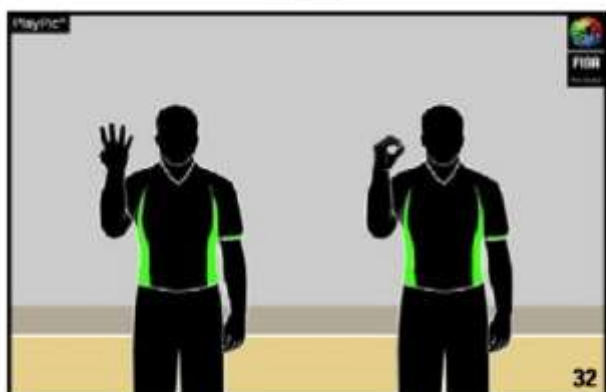
First reverse hand shows number 1 for the decade digit - then open hands show number 6 for the units digit

No. 24



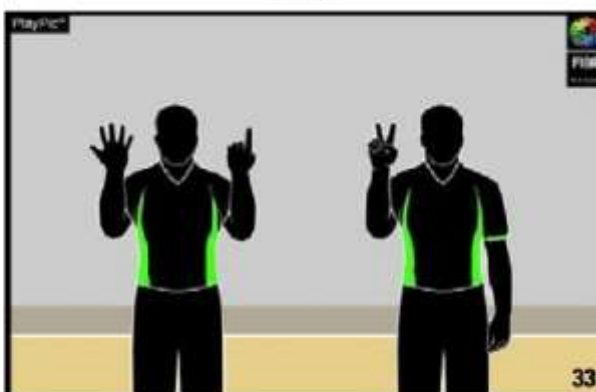
First reverse hand shows number 2 for the decade digit - then open hand shows number 4 for the units digit

No. 40



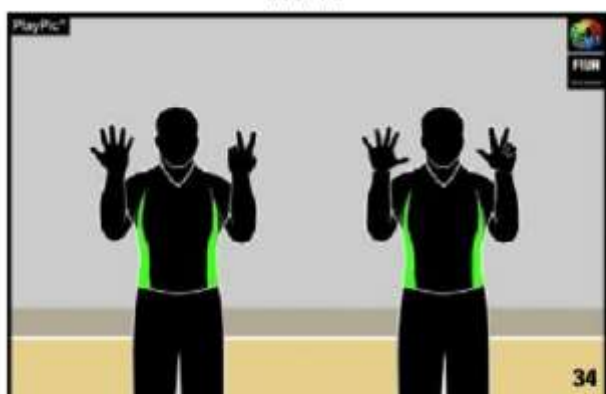
First reverse hand shows number 4 for the decade digit - then open hand shows 0 for the units digit

No. 62



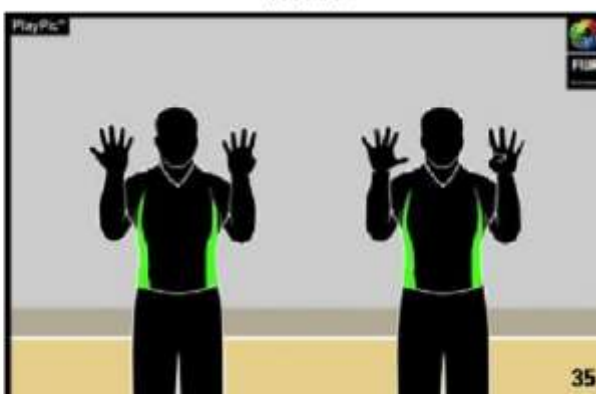
First reverse hands show number 6 for the decade digit - then open hand shows 2 for the units digit

No. 78



First reverse hands show number 7 for the decade digit - then open hands show number 8 for the units digit

No. 99



First reverse hands show number 9 for the decade digit - then open hands show number 9 for the units digit

3 Seconds

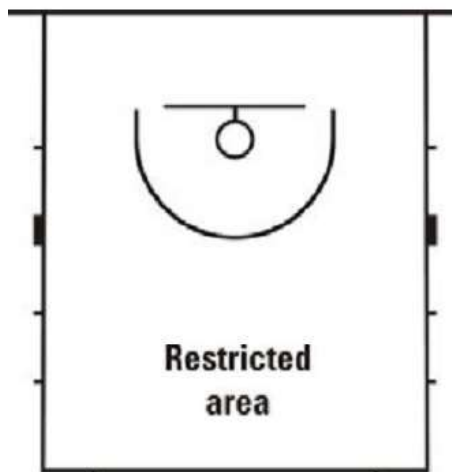
RULE:

A player shall **not** remain in the opponent's restricted area for more than 3 consecutive seconds while his/her team is in control of a live ball in the frontcourt and the game clock is running.

Allowances must be made for a player who:

- Makes an attempt to leave the restricted area.
- Is in the restricted area when he/she or his/her team-mate is in the act of shooting and the ball is leaving or has just left the player's hand(s) on a shot for a field goal.
- Dribbles in the restricted area to shoot for a field goal after having been there for less than 3 consecutive seconds.

To establish himself/herself outside the restricted area, the player **must place both feet** on the floor **outside** the restricted area, **but not across the baseline**.



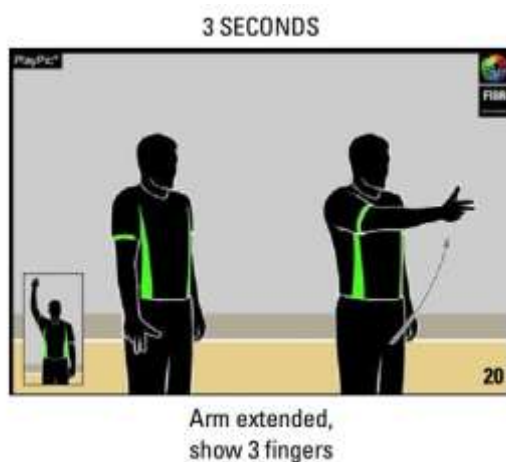
Referee's need to use voice to prevent the player staying inside the restricted area. Before making a 3 second violation call.

Referee's are not to call a 3 second violation once a shot attempt has been released.

The count should be 1 one thousand, 2 one one thousand, 3 one one thousand.

Signals:

Below are the FIBA signals for calling a 3 second violation.



8 Seconds

RULE:

Whenever:

- A player in the backcourt gains control of a live ball.
- On a throw-in, the ball touches or is legally touched by any player in the backcourt and the team of that player taking the throw-in remains in control of the ball in its backcourt.

That team must cause the ball to go into its frontcourt within 8 seconds.

The team has caused the ball to go into its frontcourt whenever:

- The ball, not in control of any player, touches the frontcourt.
- The ball touches or is legally touched by an offensive player who has both feet completely in contact with his/her frontcourt.
- The ball touches or is legally touched by a defensive player who has part of his body in contact with his/her backcourt.
- The ball touches an official who has part of his body in contact with the frontcourt of the team in control of the ball.
- During a dribble from the backcourt to the frontcourt, the ball and both feet of the dribbler are completely in contact with the frontcourt.

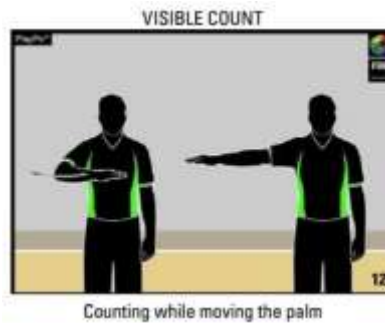
The 8 second period will continue with any time remaining when the same team that previously had control of the ball is awarded a throw-in in the backcourt, as a result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A Jump ball situation.
- A double foul.
- A cancellation of equal penalties against both teams.

Referee's need to ensure they use a visible count. Also Referee's need to ensure when the count is the last 4 seconds that they use their voice as well as a visible count.

Referee's need to be aware that if the ball goes out of bounds and the same team remains in control the 8 second count continues with the time remaining. (i.e. Ball goes out with 6 seconds used of the count, the team has 2 seconds to get the ball into the front court).

The count should be 1 one thousand, 2 one one thousand etc



Signals:

Below are the FIBA signals for calling an 8 Second violation.



Ball returned to the back court (Cross Court)

RULE:

A team which is in control of a live ball in their frontcourt may not cause the ball to be illegally returned to their backcourt.

Ball returned to the backcourt:

A team is in control of a live ball in their frontcourt if:

- A player of that team is touching his frontcourt with both feet while holding, catching or dribbling the ball in his frontcourt, or
- The ball is passed between the players of that team in their frontcourt.

A team in control of a live ball in the frontcourt has caused the ball to be illegally returned to their backcourt if a player of the team is the last to touch the ball in his/her frontcourt and the ball is then first touched by a player of that team

- Who has part of his/her body in contact with the backcourt or
- After the ball has touched the backcourt of that team.

This restriction applies to all situations in a team's frontcourt, including throw-ins.

However, it does not apply to a player who jumps from his/her frontcourt establishes new team control while still airborne and then lands with the ball in his/her team's backcourt.

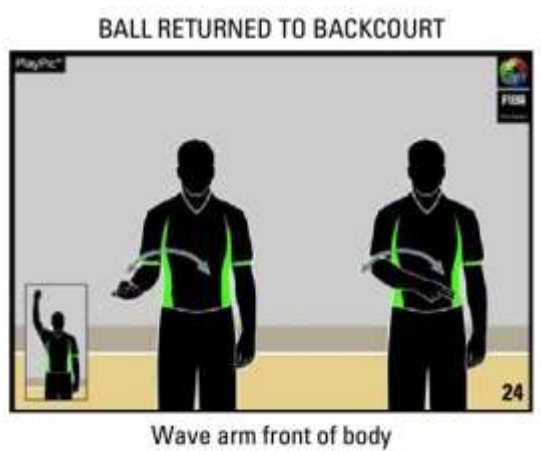
Penalty

The ball shall be awarded to the opponents for a throw-in in their frontcourt at the place **nearest** to the infraction except directly behind the backboard.

Referee's need to ensure that for the ball to be in the front court all 3 points of contact need to be in the front court (ie. Both feet and the ball need to be in the front court, once all 3 points are in the front court they cannot return to the back court).

Signals:

Below are the FIBA signals for calling a ball returned to backcourt (cross court) violation.



Illegal Dribble (Double Dribble)

RULE:

A player shall not dribble for a second time after his first dribble has ended unless between the 2 dribbles he has lost control of a live ball on the playing court because of:

- A shot for a field goal.
- A touch of the ball by an opponent.
- A pass or fumble that has touched or been touched by another player.

Dribbling:

Dribbling is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls the ball on the floor or deliberately throws it against the backboard.

A dribble starts when a player, having gained control of a live ball on the playing court, throws, rolls, dribbles it on the floor or deliberately throws it against the backboard and touches it again before it touches another player.

A dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands.

During a dribble the ball may be thrown into the air provided the ball touches the floor or another player before the player who threw it touches it again with his/her hand. There is no limit to the number of steps a player takes when the ball is not in contact with his/her hand.

A player who accidentally losses and then regains control of a live ball on the playing court is considered to be fumbling the ball. (Fumbling the ball is not deemed to be a dribble)

The following are not considered to be dribbles:

- Successive shots for a field goal.
- Fumbling the ball at the beginning or at the end of a dribble.
- Attempts to gain control of the ball by tapping it from the vicinity of other players.
- Tapping the ball from the control of another player.
- Deflecting a pass and gaining control of the ball.
- Tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the floor, provided that no travelling violation is committed.

Signals:

Below are the FIBA signals for calling a dribbling violation.



Travelling

RULE:

Establishing a pivot foot by a player who catches a live ball on the playing court:

- A player who catches the ball while standing with both feet on the floor:
 - The moment one foot is lifted, the other foot becomes the pivot foot.
 - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).
 - To pass or shoot for a field goal, the player may jump off a pivot foot, but neither foot may be returned to the floor before the ball is released from the hand(s)

- A player who catches the ball while he is progressing or upon completion of a dribble may take two steps in coming to a stop, passing or shooting the ball:
 - If receiving the ball the player shall release the ball to start his dribble before his second step.
 - The first step occurs when one foot or both feet touch the floor after gaining control of the ball.
 - The second step occurs after the first step when the other foot touches the floor or both feet touch the floor simultaneously.
 - If the player who comes to a stop on his first step has both feet on the floor or they touch the floor simultaneously he may pivot using either foot as his pivot foot. If he then jumps with both feet no foot may return to the floor before the ball is released from the hand(s).
 - If a player lands with one foot he may only pivot using that foot.
 - If a player jumps off one foot on the first step he may land with both feet simultaneously for the second step. In this situation, the player may not pivot with either foot. If one foot or both feet then leave the floor no foot may return to the floor before the ball is released from the hand(s).
 - If both feet are off the floor and the player lands on both feet simultaneously, the moment one foot is lifted the other foot becomes the pivot foot.
 - A player may not touch the floor consecutively with the same foot or both feet after ending his dribble or gaining control of the ball.

A player falling, lying or sitting on the floor:

- It is **legal** when a player falls and slides on the floor while holding the ball or, while lying or sitting on the floor, gains control of the ball.
- It is a violation if the player then rolls or attempts to stand up while holding the ball.

Travelling:

Travelling is the illegal movement of one foot or both feet beyond the limits outlined above, in any direction, while holding a live ball on the playing court.

A **pivot** is the legal movement in which a player who is holding a live ball on the playing court steps once or more than once in any direction with the same foot, while the other foot, called the pivot foot, is kept in contact with the floor.

Signals:

Below are the FIBA signals for calling a travelling violation.



Open palm



Rotate fists

Closely guarded player

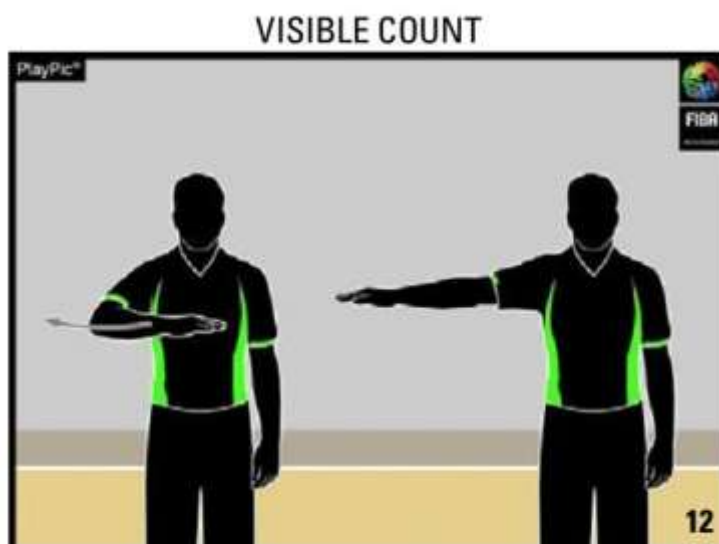
RULE:

A closely guarded player must pass, shoot or dribble the ball within 5 seconds.

Closely guarded player:

A player who is holding a live ball on the playing court is closely guarded when an opponent is in an active guarding position at a distance of no more than 1 m.

Referee's need to show a visible count when the offensive player is being closely guarded by an opponent.



Counting while moving the palm

Signals:

Below are the FIBA signals for calling a 5 second violation.

STOP THE CLOCK



Open palm

5 SECONDS



Show 5 fingers

Unsportsmanlike Fouls

An unsportsmanlike foul is a player contact foul which, in the judgement of an official is:

- Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
- Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
- An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition.
(This applies until the offensive player begins his act of shooting).
- Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket.
(This applies until the offensive player begins his act of shooting).
- Contact by the defensive player on an opponent on the playing court during the last 2 minutes in the fourth period/second half and in each extra period, when the ball is out-of-bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in. ***(Make sure that we warn the team's that if they foul before the ball is in play, that the foul will be called unsportsmanlike)***

The official must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action.

An unsportsmanlike foul shall be charged against the offender.

Free throw(s) shall be awarded to the player who was fouled, followed by:

- A throw-in at the centre line extended, opposite the scorer's table.
- A jump ball in the centre circle to begin the first period.

The number of free throws shall be awarded as follows:

- If the foul is committed on a player not in the act of shooting: 2 free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and, in addition, 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made, 2 or 3 free throws.

A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls or 2 technical fouls, or with 1 technical foul and 1 unsportsmanlike foul.

If a player is disqualified, the unsportsmanlike foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

Signals:

Below is the FIBA signal for calling an Unsportsmanlike foul.



Faking a Foul

RULE:

Fake is any action by a player to simulate that he has been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage.

Whenever a player fakes a foul the following procedure shall be applied:

- Without interrupting the game the official signals the fake with showing twice the “raise the lower-arm” signal.
- As soon as the game is stopped the next time a warning shall be communicated to the player and the coach of this team. Each team is entitled to 1 warning.
- The next time a player of this team fakes a foul a technical foul shall be called. This applies also if the game was not stopped to communicate the warning.
- In an excessive case without any contact a technical foul may be called immediately without a warning.



Procedure for Reporting fouls to the Bench

1-Use official and authorized FIBA signals

2-Rhythm (Start and Stop) but not too quick

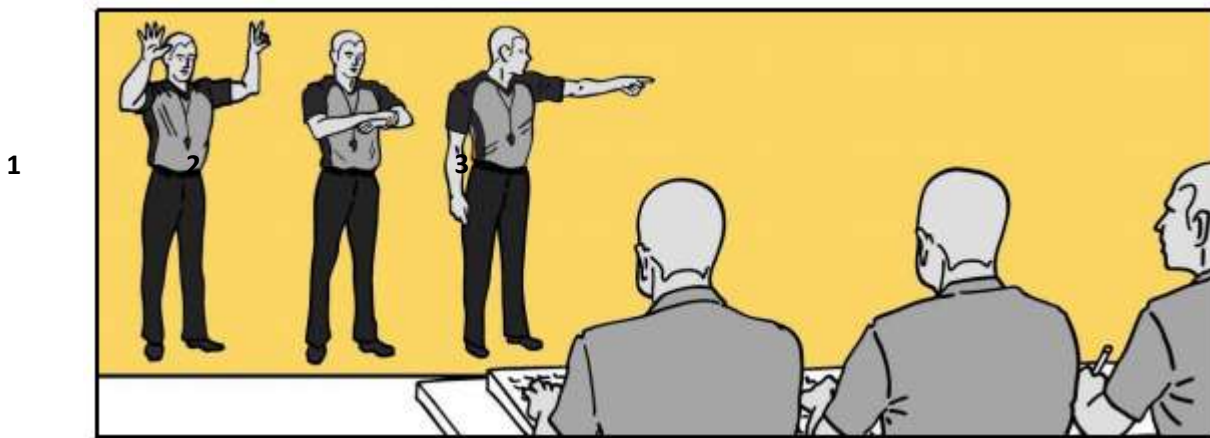
3-Strong, Crisp, Visible and decisive

4-REPORTING FOUL:

- JOG
- STOP
- TWO FEET ON THE FLOOR
- BREATHE
- START TO REPORT
- LEAVE WHEN COMPLETELY FINISHED

REPORTING FOUL SEQUENCE:

EXAMPLE A-Personal foul with no validation of points and no free throws:



1- Signal clearly the colour and number of the player who has committed the foul

2-Indicate type of foul

3-Indicate the direction of play and state which team will be entitled to the ball.

EXAMPLE B-Personal foul with validation of points with a free throw:

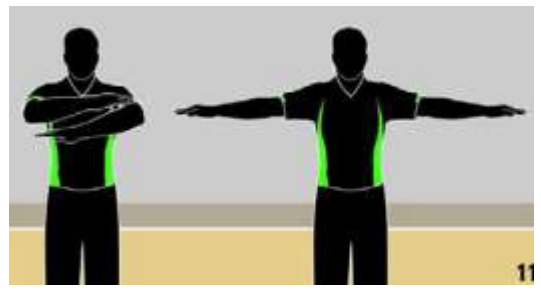


- 1-Confirm that a field goal has been scored
- 2- Signal clearly the colour and number of the player who has committed the foul
- 3-Indicate type of foul
- 4-Indicate that one free throw will be rewarded.

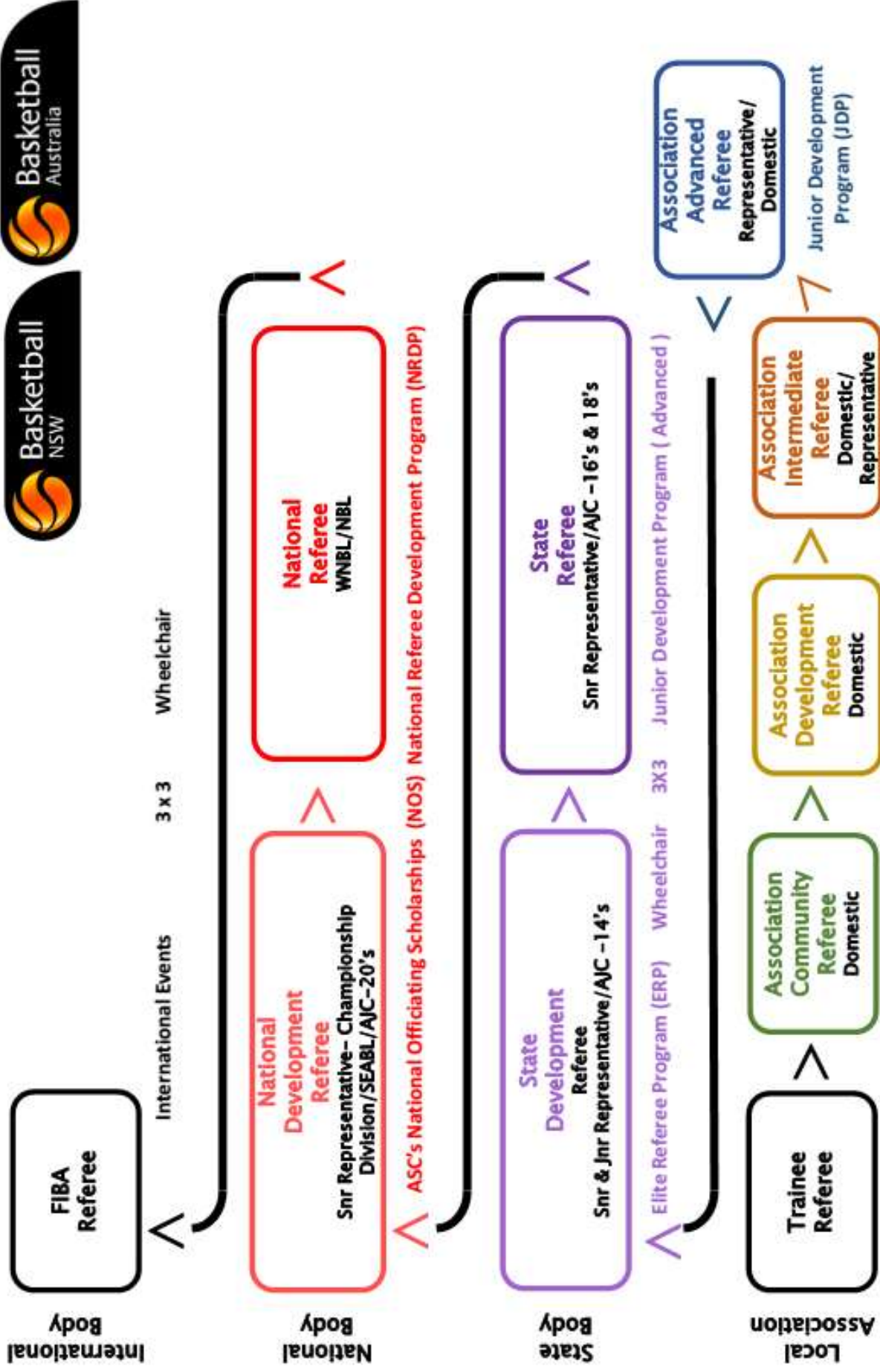
NB-1: If three points field goal has been scored, first confirm that it has been scored with the following signal. Then continue the procedure from example B step 2:



NB-2: If a successful field goal has been cancelled, start the procedure with the following signal. Then continue the procedure from Example A step 1:



BNSW / BA REFEREE PATHWAY



BASKETBALL AUSTRALIA REFEREE PATHWAY MATRIX



This table shows the referee accreditation structure for basketball referees in Australia in NSW. The following information is a guide for referees to understand how to advance.

	REFEREE GRADE	NSW	MATCHES	REQUIREMENTS	COMPETENCIES
FIBA	FIBA	LEVEL 5	FIBA INTERNATIONAL MATCHES WORLD CHAMPS / OLYMPICS	INTERNATIONAL COURSE DEMONSTRATE COMPETENCIES	<ul style="list-style-type: none"> - OUTSTANDING JUDGEMENT OF ALL SITUATIONS - OUTSTANDING RULE KNOWLEDGE AND APPLICATION - OUTSTANDING 3 PERSON OFFICIATING PRINCIPLES
	NATIONAL	NATIONAL PANEL	WINBL OR NBL MATCHES	ONLINE EXAM NATIONAL COURSE DEMONSTRATE COMPETENCIES SELECTION PANEL	<ul style="list-style-type: none"> - EXCELLENT JUDGEMENT OF ALL SITUATIONS - EXCELLENT RULE KNOWLEDGE AND APPLICATION - EXCELLENT 3 PERSON OFFICIATING PRINCIPLES
BASKETBALL AUSTRALIA	NATIONAL DEVELOPMENT	LEVEL 3	SEABL MATCHES WARATAH CHAMPIONSHIP DIVISION	ONLINE EXAM NATIONAL COURSE DEMONSTRATE COMPETENCIES PASS FITNESS TEST	<ul style="list-style-type: none"> - EXCELLENT JUDGEMENT OF ALL SITUATIONS - EXCELLENT RULE KNOWLEDGE AND APPLICATION - SOUND 3 PERSON OFFICIATING PRINCIPLES
	STATE	LEVEL 2	WARATAH SENIOR LEAGUE FULL REFEREE UNIFORM	ONLINE EXAM STATE COURSE DEMONSTRATE COMPETENCIES PASS FITNESS TEST	<ul style="list-style-type: none"> - HIGH JUDGEMENT OF ALL SITUATIONS - EXCELLENT RULE KNOWLEDGE AND APPLICATION - A SOUND UNDERSTANDING OF TEAM INTENT
NSW	STATE DEVELOPMENT	1A	WARATAH SENIOR LEAGUE JUNIOR REP MATCHES FULL REFEREE UNIFORM	ONLINE EXAM PASS FITNESS TEST (3NR REPS) DEMONSTRATE COMPETENCIES ATTEND WORKSHOP	<ul style="list-style-type: none"> * MIN AGE 18 YEARS OLD - GOOD JUDGEMENT OF ALL SITUATIONS - EXCELLENT RULE KNOWLEDGE AND APPLICATION - STRONG PLAYER/COACH COMMUNICATION
	ASSOCIATION ADVANCED	LEVEL 1B / Y5	WARATAH JUNIOR LEAGUE MATCHES FULL REFEREE UNIFORM	ONLINE EXAM ASSOCIATION ADVANCED COURSE DEMONSTRATE COMPETENCIES FITNESS TEST (JNR REPS)	<ul style="list-style-type: none"> - JUNIOR REPRESENTATIVE GAMES - CONTROLS ALL LOCAL SENIOR GAMES - AWARENESS OF TEMPO AND MATCH-UPS - HIGH CONSISTENT ACCURACY OF ALL CALLS
LOCAL BASKETBALL ASSOCIATION	ASSOCIATION INTERMEDIATE	LEVEL 1C / Y4	JUNIOR REPS - FULL UNIFORM ANY LOCAL MATCHES WEARS A STRIPED SHIRT	ONLINE EXAM ASSOCIATION INTERMEDIATE COURSE DEMONSTRATE COMPETENCIES FITNESS TEST IF REQUIRED(JNR REPS)	<ul style="list-style-type: none"> * MIN AGE 15 YEARS OLD - UNDER 14's & 16's REPRESENTATIVE - BEGINS USING PREVENTATIVE VOICE - ABILITY TO LOOK AND CALL OFF THE BALL - PROTECTS DRIBBLER/SHOOTER WELL
	ASSOCIATION DEVELOPMENT	Y3	JUNIOR REPS - FULL UNIFORM U8 - U18 LOCAL MATCHES WEARS A STRIPED SHIRT	ONLINE EXAM ASSOCIATION COMMUNITY COURSE DEMONSTRATE COMPETENCIES	<ul style="list-style-type: none"> * MIN AGE 13 YEARS OLD - UNDER 12'S REPRESENTATIVE INDEPENDENTLY - MAKES BASIC CALLS AND SIGNALS - SHOWS BASIC MECHANICS
	ASSOCIATION COMMUNITY	Y1 / Y2	U8 - U14 LOCAL MATCHES RUNNING OPPOSITE MENTOR WEARS A GREEN SHIRT	ONLINE EXAM ASSOCIATION COMMUNITY COURSE DEMONSTRATE COMPETENCIES	<ul style="list-style-type: none"> WITH THE ASSISTANCE OF A MENTOR: - MAKES BASIC CALLS AND SIGNALS - SHOWS BASIC MECHANICS
	TRAINEE	GREEN SHIRT / BEGINNER	U8 - U14 LOCAL MATCHES RUNNING NEXT TO MENTOR WEARS A GREEN SHIRT	MIN 12 YEARS OF AGE	DOMESTIC JUNIORS / MINIBALL



REPORT FORM

NSW Basketball Association Ltd

DATE OF GAME: ____/____/____ VENUE: _____ TIME: _____

TEAMS INVOLVED: _____ v _____ MEN / WOMEN

(circle grade & division)

Champ - Div 1 - YL / D1 or D 2

18 - 16 - 14 - 12 / D1 - D2 - D3 - D4

NAME AND NUMBER OF REPORTED PERSON: _____

TEAM: _____

OFFICIALS MAKING REPORT: _____

SUPPORTING OFFICIALS: _____

CHARGE (refer to back of sheet) OR ZERO TOLERANCE: _____

DETAILS OF CHARGE:

(Signature of Officials)

- (a) penalties for offences involving persons other than officials ("Group A offence"); and
(b) penalties for offences involving an official ("Group B offence")
-

Offences and Penalties

Procedural

Failure to attend Tribunal without proper cause when notified.

A maximum of Twenty (20) weeks

Failure to co-operate in, hindering an investigation or hearing under these by-laws.

A maximum of Twenty (20) weeks

Participating in the game of basketball whilst under suspension.

A minimum of (2) weeks, maximum of (6) weeks per game plus the suspension period.

Behavioural

Disputing decisions of a Referee.

A maximum of six (6) weeks

Unsportsmanlike behavior

A maximum of six (6) weeks

(Throwing water bottle, kicking stand or bin for example)

Code of conduct breach.

A maximum of six (6) weeks

7. Conduct that brings the game of basketball into disrepute.

A maximum of Twenty (20) weeks

(Dummy spit with swearing and aggressive behavior and could involve being involved in a melee/brawl/fight)

8. Obscene gestures

A – maximum Ten (10) weeks

B – maximum Twenty (20) weeks

9. Obscene language (which may include abusive or insulting language or language that vilifies – comments regarding race, sexuality or religion)

A – maximum of Ten (10) weeks

B – maximum of Twenty (20) weeks

10. Putting a person in fear of impending danger/violence.

A – maximum Fifty two (52) weeks

B – maximum of One Hundred and four (104) weeks

11. Intimidating or bullying a person or attempting to do so.

A maximum of Fifty two (52) weeks

12. Public criticism of officials, coaches or players Related to basketball activities.

A maximum of Twenty (20) weeks

Technical/Physical

13. Attempting to trip.

A – maximum ten (10) weeks

B – maximum twenty (20) weeks

14. Tripping.

A – maximum ten (10) weeks

B – maximum fifty two (52) weeks

15. Attempting to strike (fist, hand, object, head, this includes pushing, chesting up, elbowing, kicking, hiping and kneeling).

A – maximum ten (10) weeks

B – maximum fifty two (52) weeks

16. Striking (fist, hand, object, head, this includes pushing, chesting up, elbowing, kicking, hiping and kneeling).

A – maximum Fifty two (52) weeks

B – maximum of Life

17. Fighting.

A – Two or more players involved a maximum of twenty (20) weeks.

The melee rule applies when a fracas develops (eg. Pushing, wrestling, scragging) between 3 or more players. See Charge 21.

18. Spitting.

A – maximum twenty (20) weeks

B – maximum fifty two (52) weeks

19. Moving under an airborne player (tunneling).

A – maximum of one hundred and four (104) weeks

20. Deliberately endangering the safety, health of the players, spectators, officials (incidents involving blood/body fluids).

Maximum penalty Life

21. Melee.

Is an incident involving three or more players who are pushing, shoving or otherwise struggling with one another and which, in the opinion of an official believes it brings the game of basketball into disrepute or prejudices the interests or reputation of the competition in which the game is being played.

A – Three or more players involved a maximum of twenty (20) weeks.

22. Coaching, Refereeing, Playing, Scorebench duties while under Suspension.

A – minimum penalty: Two (2) weeks per game plus the suspension period

A – maximum penalty: Five (5) weeks per game plus the suspension period

