



ORANGE DISTRICT BASKETBALL ASSOCIATION DUTY REFEREE TRAINING PACKAGE

This training package is designed to give you a rudimentary knowledge of refereeing basketball. It is not designed to replace BNSW referee training.

After reading and absorbing the content of this package you should know the following,

1. Referee positioning, know who is the trail and who is the lead referee and where they should stand.
2. Where to stand during a throw in.
3. Know where to stand during free throws.
4. The basic hand signals.
5. The basic mechanics of what a foul is.

Expectations of a duty referee:

We understand that refereeing is difficult and daunting. As a duty referee your main priority should be focused on calling the obvious fouls and controlling the game. We do not expect that you will get the hand signals correct. What is important is that you use your whistle and voice to control communicate effectively and control the game.

If you have any questions regarding this material or any other aspect of refereeing, please contact the referee coordinator, Carl Smith at odba.refcoordinator@gmail.com .

Conclusion:

Once you have read and understood the package please fill out and email this page to odba.refcoordinator@gmail.com .

I _____, have read and understood this training material. I am aware of what is expected of a duty referee and accept the responsibilities associated with it. I am aware that I can seek the assistance of the court supervisor or referees coordinator at any time. I agree to be a duty referee for (team name) _____.
I know that I will still be required to attend a duty referees training session if required.

Signature, _____ . Date, _____

As a duty referee it is your responsibility to officiate the game in accordance with FIBA rules and ODBA by-laws. You are also responsible for player safety and controlling the game. If at any time during a game you are unsure what to do, stop the game and seek the assistance of the nearest court supervisor.

If a player is injured, stop the game and seek the assistance of the court supervisor.

If a game is getting out of your control, stop the game and seek the assistance of the nearest court supervisor.

The key to making refereeing as easy as possible,

- Be in position so you can see the play clearly
- Watch the defence, not the offence
- Use a loud whistle
- Communicate clearly with your voice
- Call the obvious fouls

When you see a foul,

1. Blow the whistle LOUD, a loud confident whistle is required to stop the play.
2. Use your voice to communicate to the players what you have seen, eg "10 Blue, you were blocking, foul is on you."
3. Communicate your call to the bench. Move to a spot on the court where the bench can see and hear you, use a loud voice to communicate your decision.
4. Get back into position and continue the game.

When there is a violation, or the ball goes out of bounds,

1. Blow the whistle LOUD, a loud confident whistle is required to stop the play.
2. Use your voice to communicate to the players what you have seen, eg "Out off green, red ball."
3. Get your self into a good position before handing the ball to the inbounding player.

Player behaviour,

Do not tolerate poor behaviour towards yourself or other players. Feel free to issue technical fouls. If you are uncomfortable with a situation, stop the game and get assistance from a court supervisor, referees coordinator or another qualified referee.

You can manage player behaviour by using your voice, issuing warnings, issuing technical fouls or ejecting people from the game.

The only person who is permitted to talk to a referee is the coach or team captain and only when the ball is dead, not during play.

See the attached section on technical fouls for more information, but as a summary,

1. Issue a technical foul for any non contact, unsportsmanlike behaviour, eg, swearing, threatening behaviour or arguing with a referee.
2. Blow the whistle LOUD, a loud confident whistle is required to stop the play.
3. Use your voice to communicate to the players what you have seen or heard, eg "Technical foul on Yellow 2 for swearing."

4. Communicate your call to the bench. Move to a spot on the court where the bench can see and hear you, use a loud voice to communicate your decision.
5. The other team gets one free throw, no line up.
6. The ball goes back to the team who had possession at the time of the technical foul. They get a throw in at the place closest to where the game was stopped when the technical foul was called.
7. The player who was issued the technical foul must be substituted and can not play for 2 minutes.

Unsportsmanlike Fouls,

An unsportsmanlike foul should be issued for excessive rough play or where a player is not playing at the ball. See the unsportsmanlike foul section for more information.

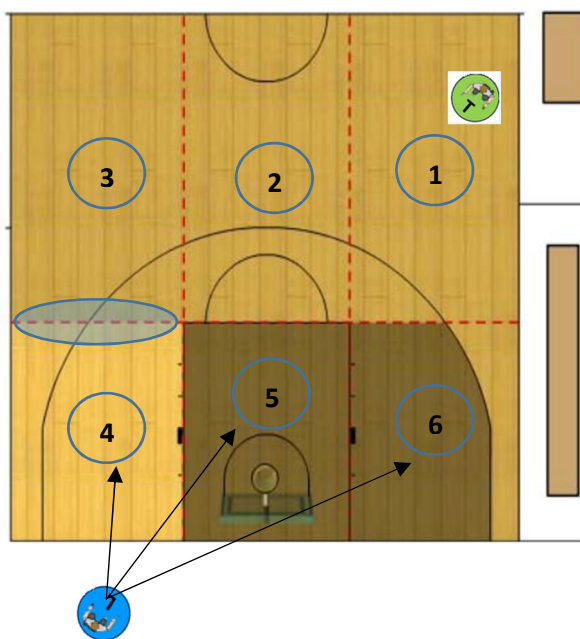
1. Blow the whistle LOUD, a loud confident whistle is required to stop the play.
2. Use your voice to communicate to the players what you have seen or heard, eg "Unsportsmanlike foul on Yellow 8 for rough play."
3. Communicate your call to the bench. Move to a spot on the court where the bench can see and hear you, use a loud voice to communicate your decision.
4. The other team gets two free throws, no line up.
5. The team taking the free throws then gets the ball from the side line in the middle of the front court.

Please read the remainder of the documentation. If you have any questions please contact the referee coordinator, Carl Smith at odba.refcoordinator@gmail.com . Thank you for becoming an ODBA duty referee.

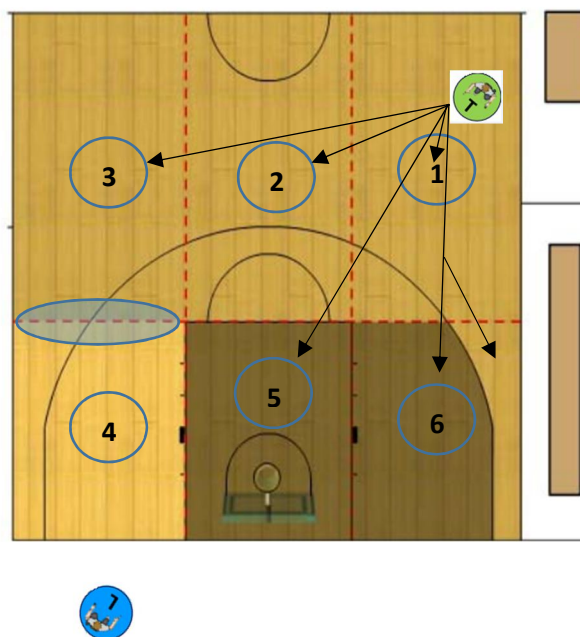
JUNIOR REFEREES TRAINING SHEET

1-Area of responsibilities (AOR):

LEAD:



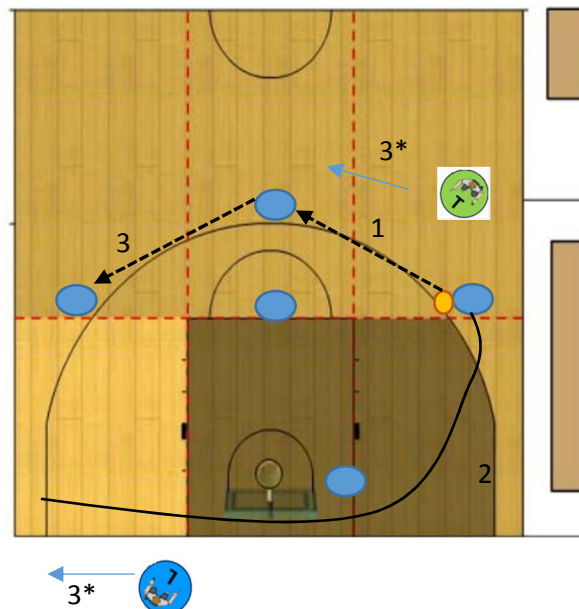
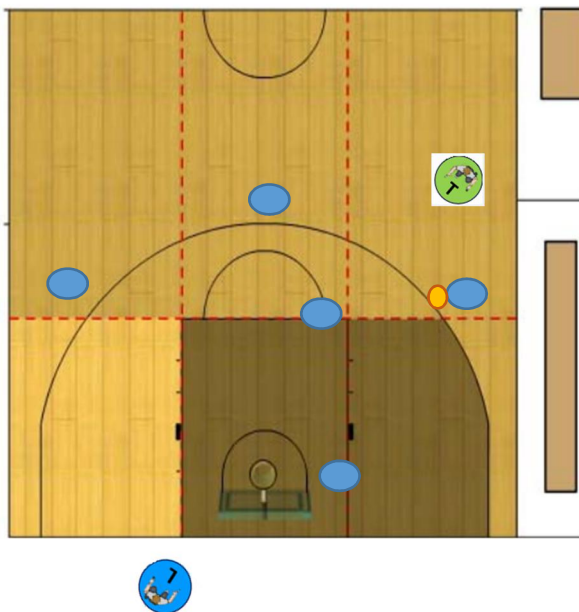
TRAIL:



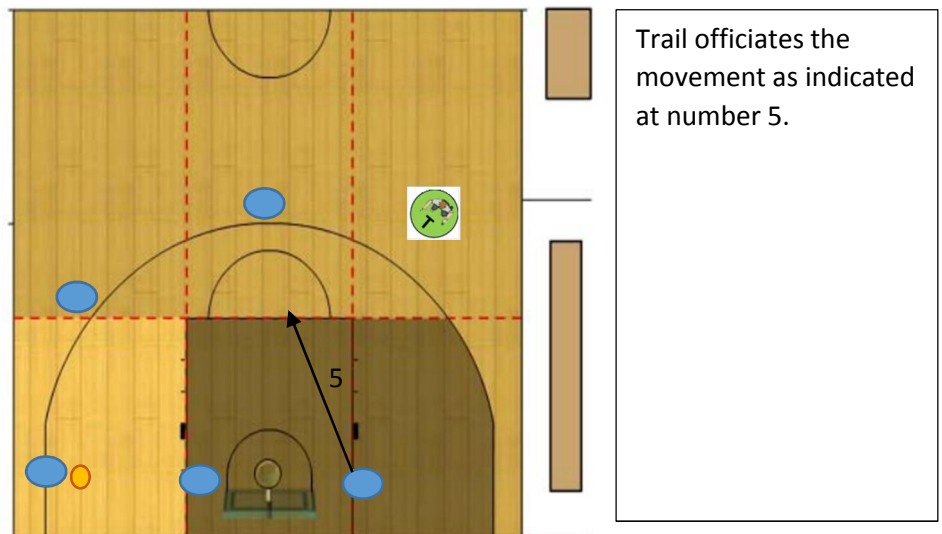
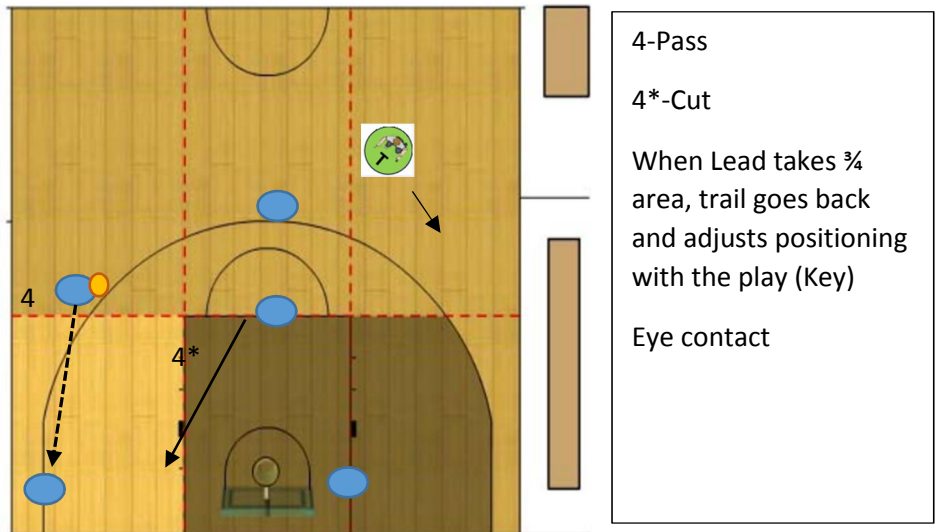
2-Areas 3/4:

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.



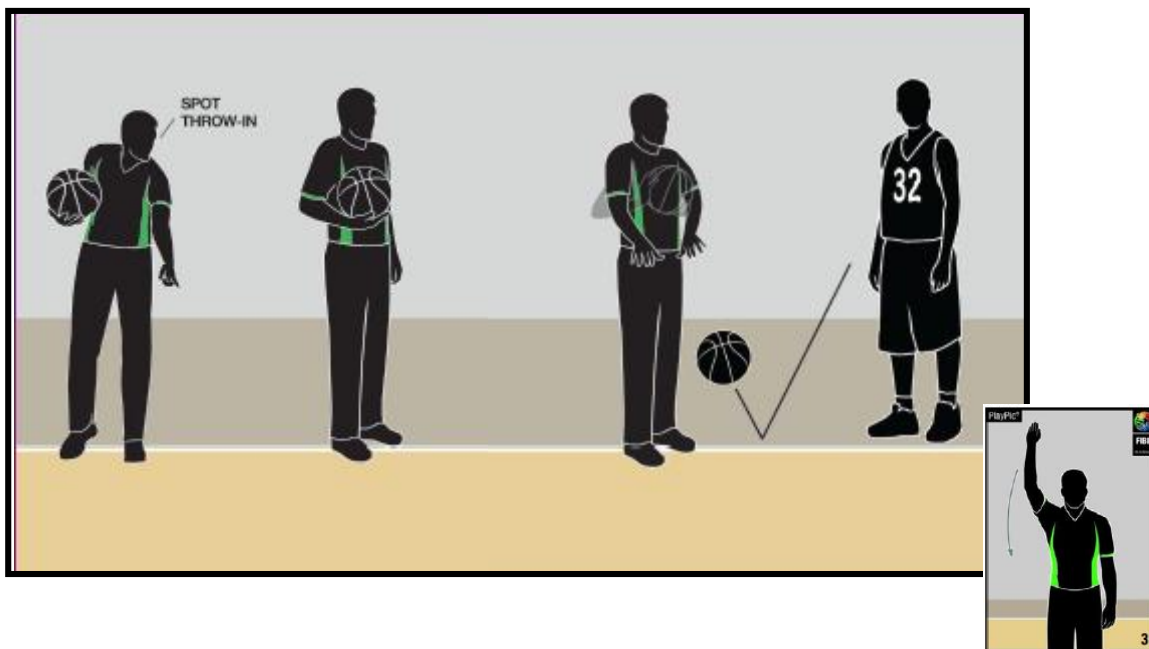
Final positions:



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

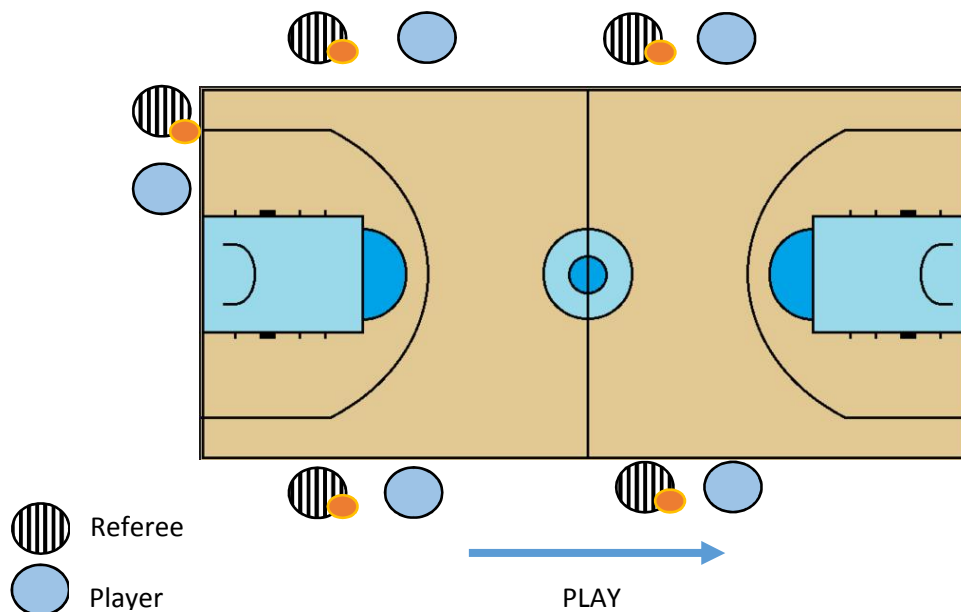
JUNIOR REFEREES TRAINING SHEET

Throw in:

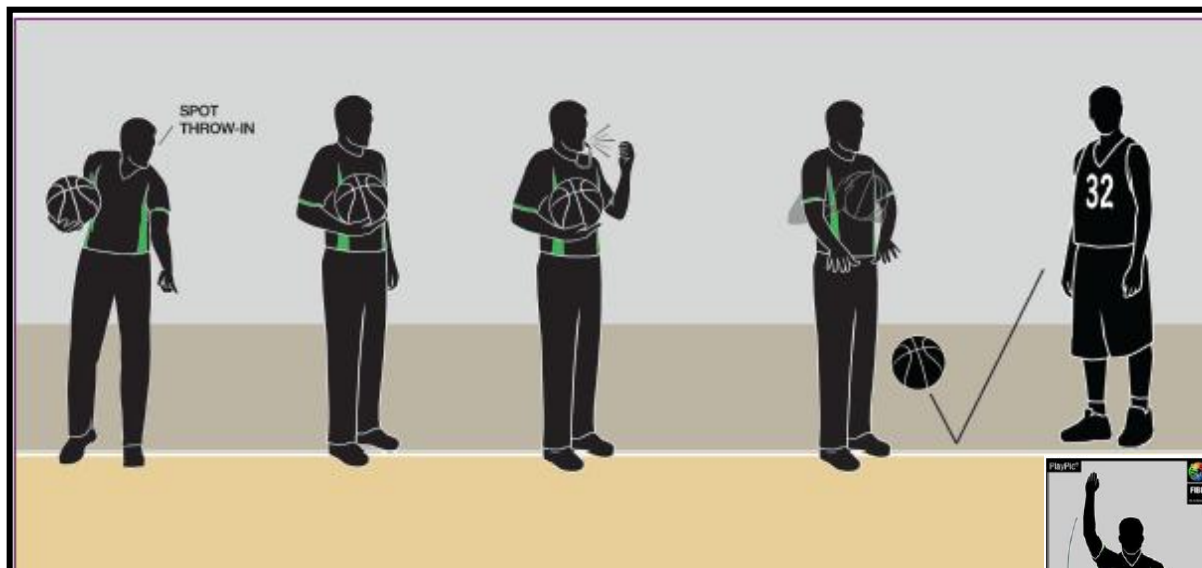


1. Designate the throw-in spot
2. Ensure player is at the right spot
3. Create distance with the thrower
4. Bounce/Handle the ball to the player for throw-in.
- 5-5 **second** count, hold stop clock signal and start the clock

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

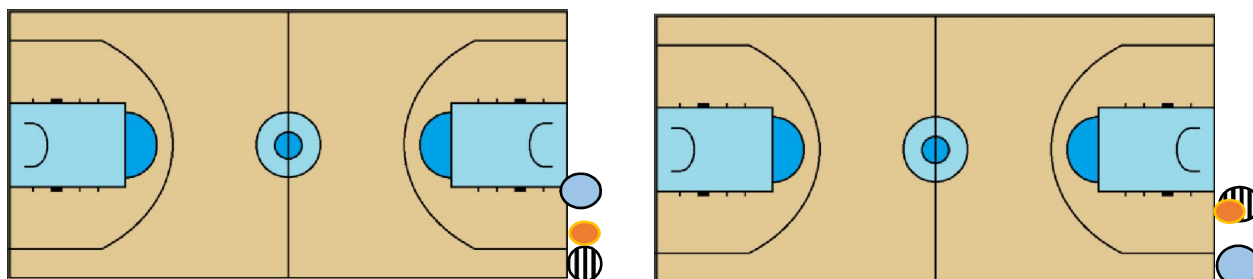


WARNING WHISTLE: ONLY ENDLINE FRONT COURT THROW-IN.



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.

THROW-IN VIOLATION:**a-THROWER:**

-5 seconds

-Step into the playing court while having the ball in his hands

-Cause the ball to touch out of bounds, after it has been released on the free throw-in

-Touch the ball on the playing court before it has touched another player

-Cause the ball to enter the basket the basket directly

-Move laterally (one or both direction) from the designated spot for more than 1 meter before releasing the ball.

b-OTHER PLAYERS:

-Have any part of their bodies over the boundary line before the ball has been throw-in across the boundary line.

-Be closer than 1 m to the thrower when the throw-in place has less than 2m distance between the boundary line and any out-of-bounds obstructions.

JUNIOR REFEREES TRAINING SHEET

3 Seconds

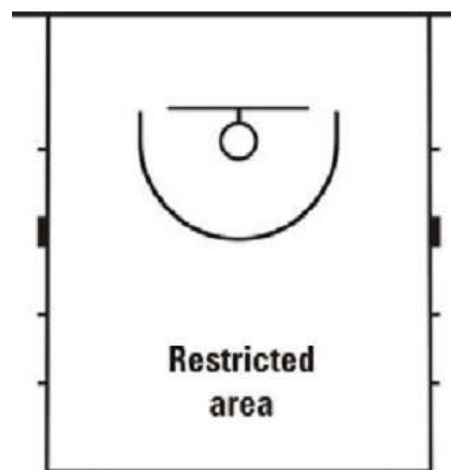
RULE:

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.

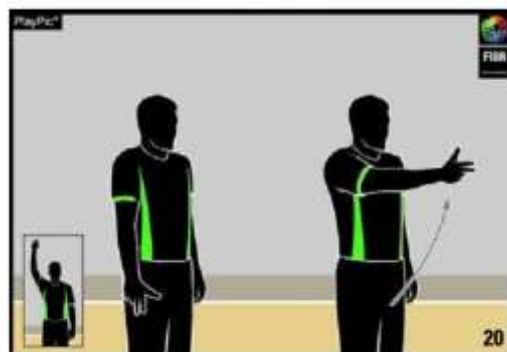
Signals:

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



Open palm

3 SECONDS




Arm extended,
show 3 fingers


JUNIOR 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.

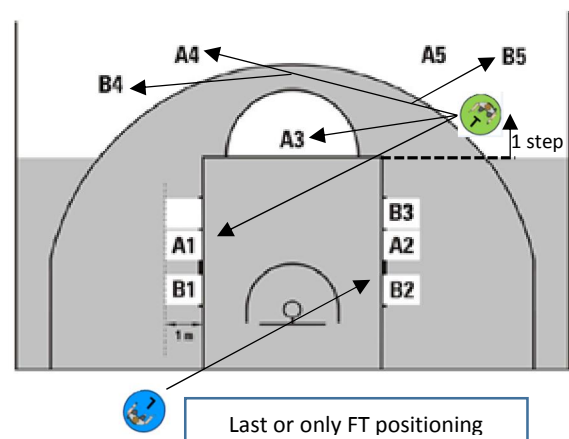
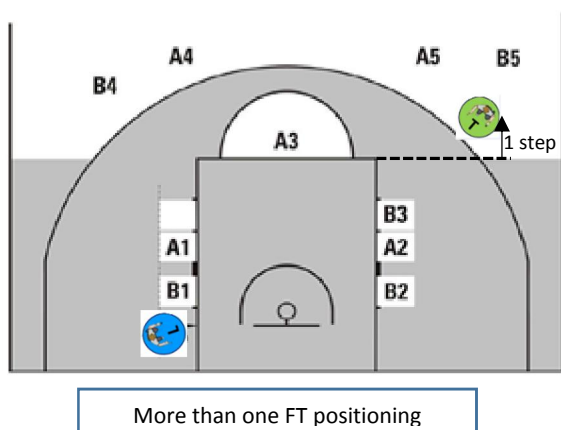
Both officials are required to look for violations:

Trail:

- Outside players
- Free Throw Shooter
- Opposite rebounders

Lead:

- Opposite rebounders



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.

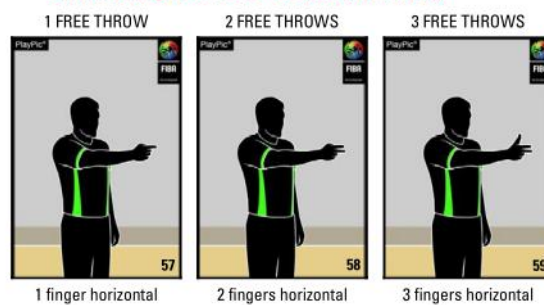
- **If successful**

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

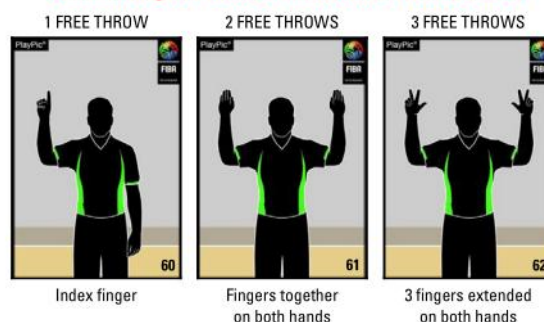
Violation by team-mate or opposition - award one point and ignore the violation.

4-Signals:

Adminstrating Free Throws – Active Official (Lead)



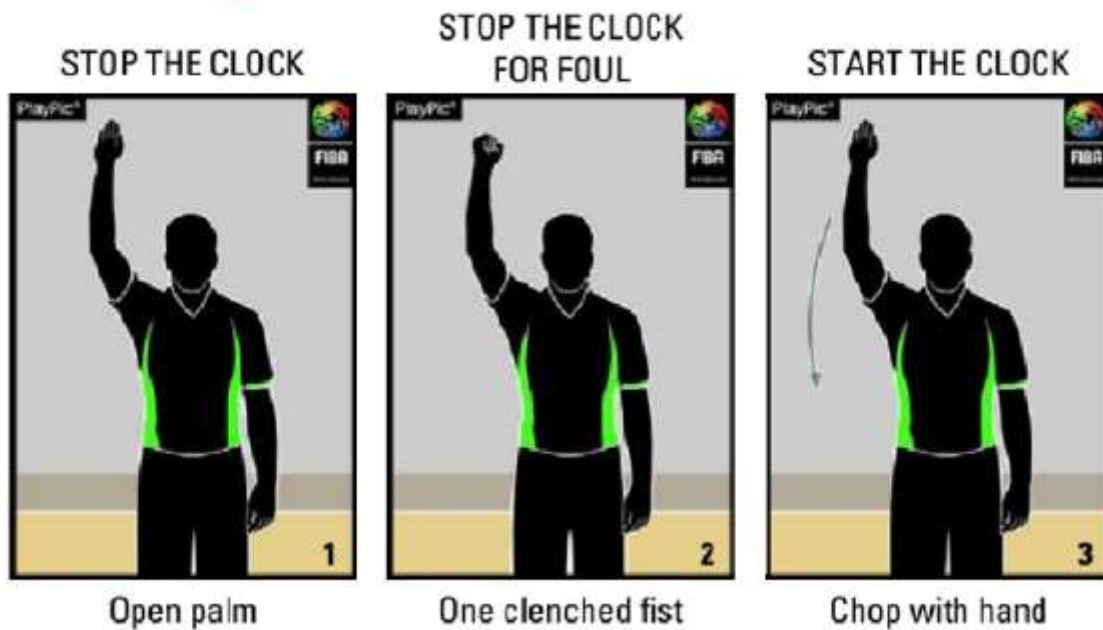
Adminstrating Free Throws – Passive Official (Trail & Centre)



JUNIOR REFEREES TRAINING SHEET

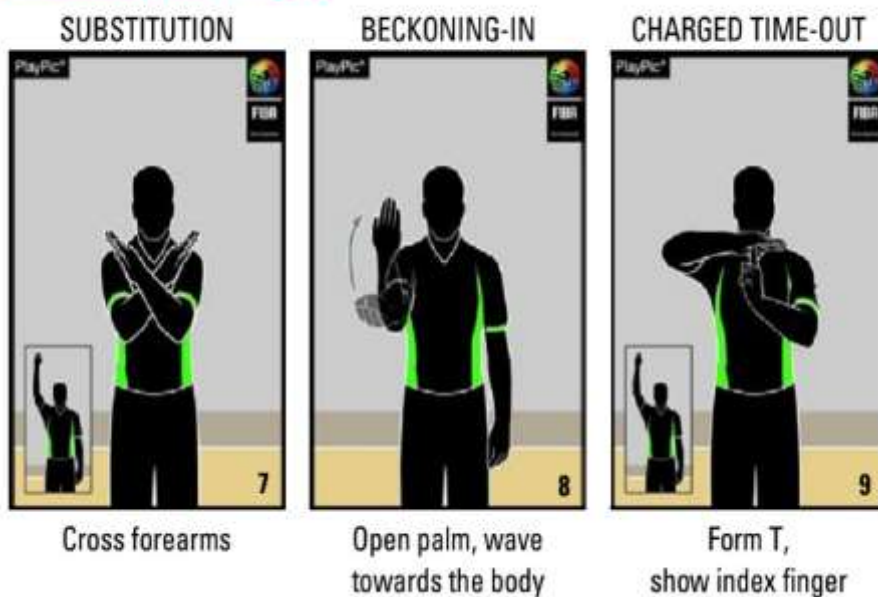
Game Clock Signals

Game clock signals





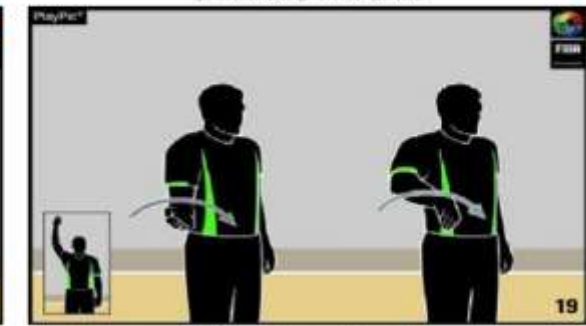
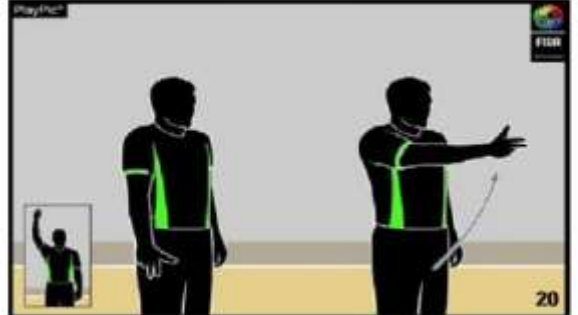



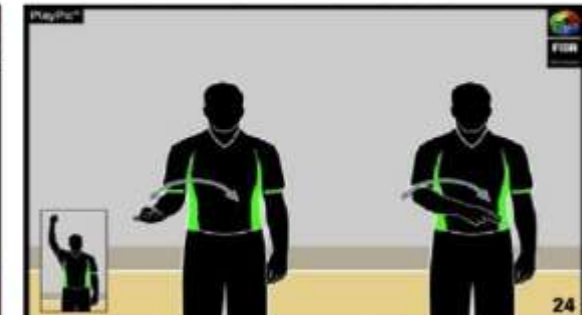

Substitution and Time-out Signals

Substitution and Time-out



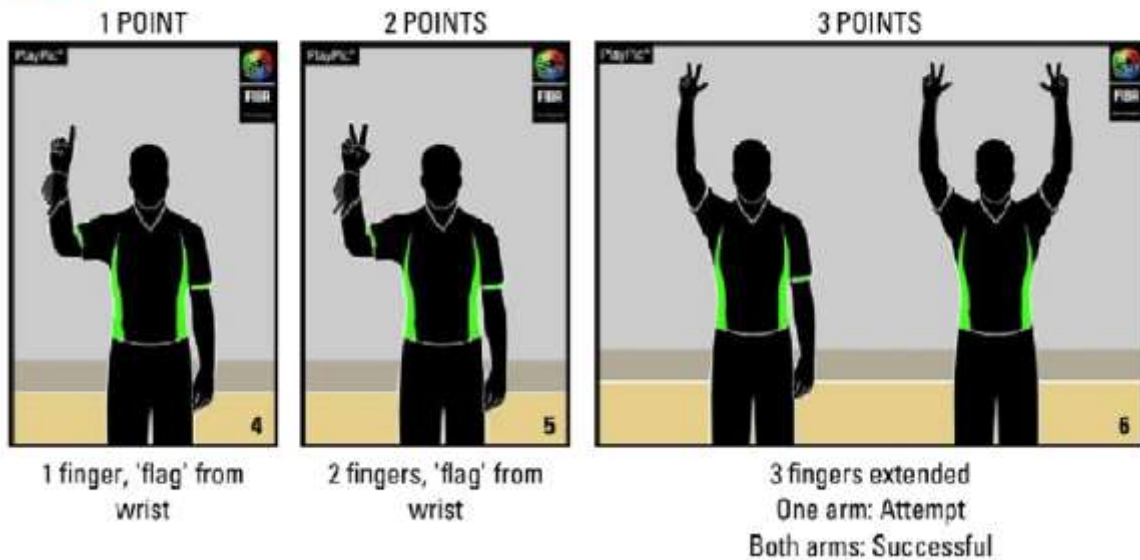
Violation Signals

Violations

<p>TRAVELLING</p>  <p>17</p>	<p>ILLEGAL DRIBBLE: DOUBLE DRIBBLING</p>  <p>18</p>	<p>ILLEGAL DRIBBLE: CARRYING THE BALL</p>  <p>19</p>
<p>Rotate fists</p>	<p>Patting motion with palm</p>	<p>Half rotation with palm</p>
<p>3 SECONDS</p>  <p>20</p>	<p>5 SECONDS</p>  <p>21</p>	<p>8 SECONDS</p>  <p>22</p>
<p>Arm extended, show 3 fingers</p>	<p>Show 5 fingers</p>	<p>Show 8 fingers</p>
<p>24 SECONDS</p>  <p>23</p>	<p>BALL RETURNED TO BACKCOURT</p>  <p>24</p>	<p>DELIBERATE FOOT BALL</p>  <p>25</p>
<p>Fingers touch shoulder</p>	<p>Wave arm front of body</p>	<p>Point to the foot</p>

Scoring Signals

Scoring

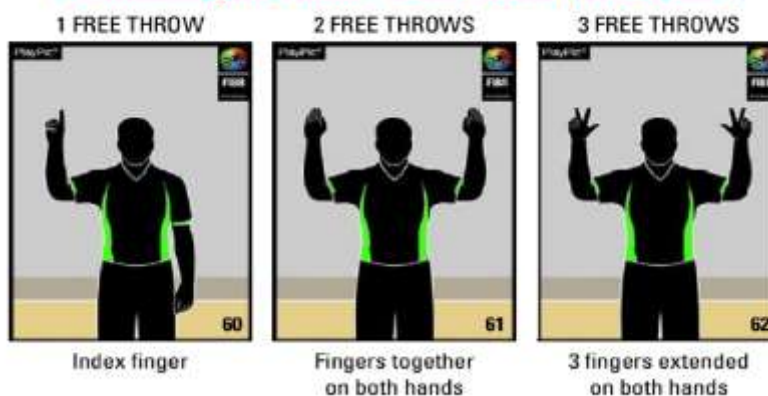


Free Throw Administration

Adminstrating Free Throws – Active Official (Lead)



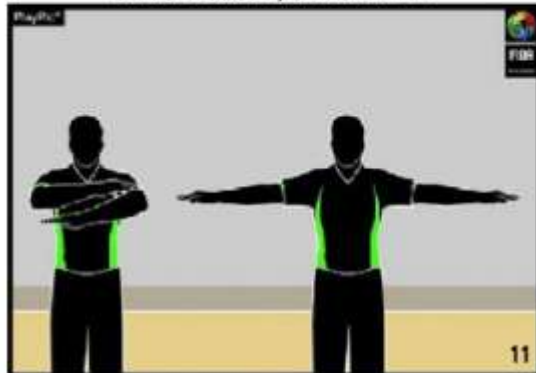
Adminstrating Free Throws – Passive Official (Trail & Centre)



Informative Signals

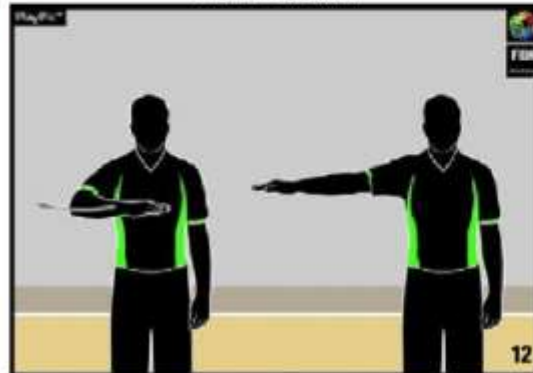
Informative

CANCEL SCORE, CANCEL PLAY



Scissor-like action with arms, once across chest

VISIBLE COUNT



Counting while moving the palm

COMMUNICATION



Thumb up

SHOT CLOCK RESET



Rotate hand, extend index finger

DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS




Point in direction of play, arm parallel to sidelines

HELD BALL/JUMP BALL SITUATION



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

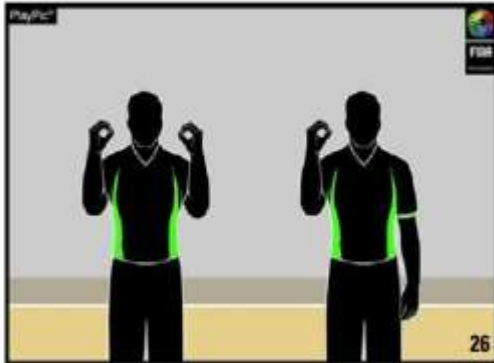
Foul Signals

<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>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>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>

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



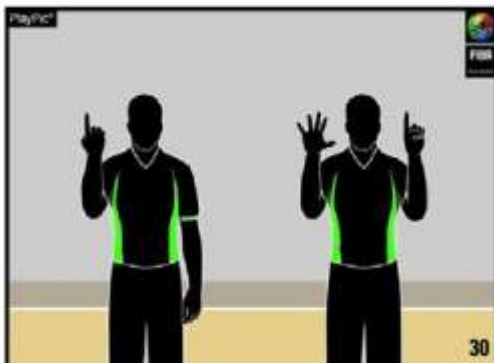
Right hand shows number 5, left hand shows number 1 to 5

No. 11 - 15



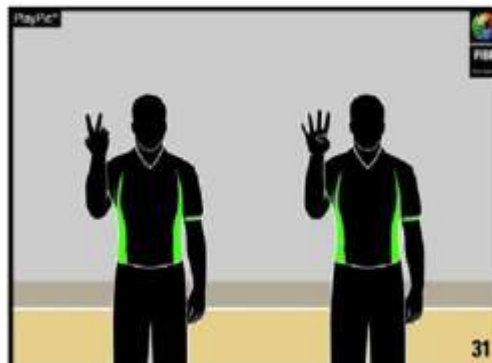
Right hand shows clenched fist, left hand shows number 1 to 5

No. 16



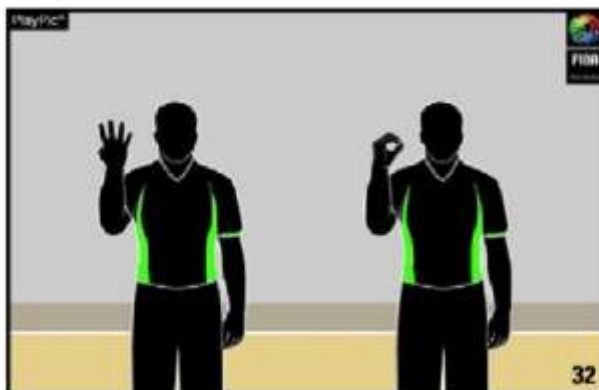
First reverse hand shows number 1 for the decade digit - then open hands show number 6 for the units digit

No. 24



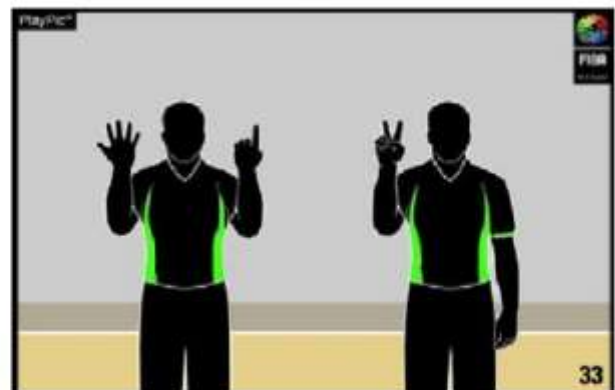
First reverse hand shows number 2 for the decade digit - then open hand shows number 4 for the units digit

No. 40



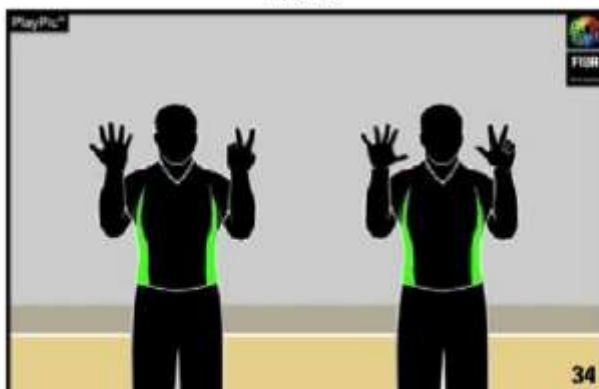
First reverse hand shows number 4 for the decade digit - then open hand shows 0 for the units digit

No. 62



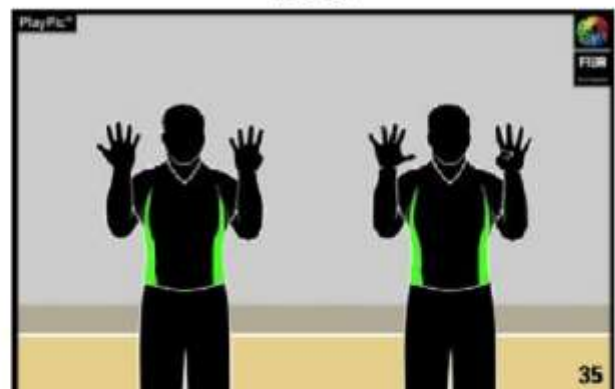
First reverse hands show number 6 for the decade digit - then open hand shows 2 for the units digit

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

RULE SIX – FOULS

Art. 32 Fouls

32.1 Definition

32.1.1 A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.

32.1.2 Any number of fouls may be called against a team. Irrespective of the penalty, each foul shall be charged, entered on the scoresheet against the offender and penalised according to these rules.

Art. 33 Contact: General principles

33.1 Cylinder principle

The cylinder principle is defined as the space within an imaginary cylinder occupied by a player on the floor. It includes the space above the player and is limited to:

- The **front** by the palms of the hands,
- The **rear** by the buttocks, and
- The **sides** by the outer edge of the arms and legs.

The hands and arms may be extended in front of the torso no further than the position of the feet, with the arms bent at the elbows so that the forearms and hands are raised. The distance between his feet will vary according to his height.

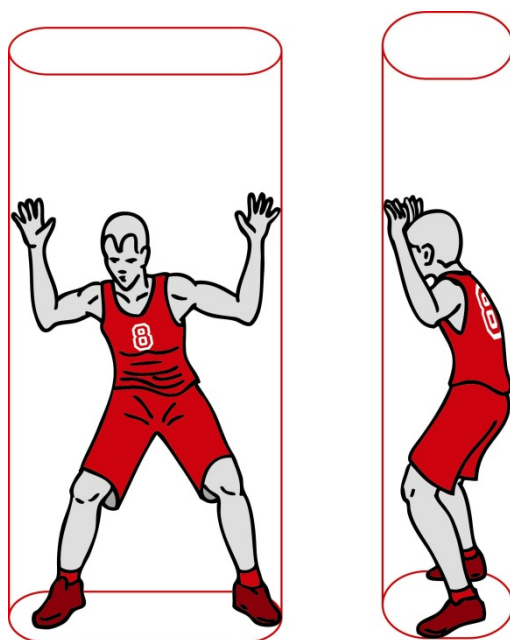


Diagram 5 Cylinder principle

33.2 Principle of verticality

During the game, each player has the right to occupy any position (cylinder) on the playing court not already occupied by an opponent.

This principle protects the space on the floor which he occupies and the space above him when he jumps vertically within that space.

As soon as the player leaves his vertical position (cylinder) and body contact occurs with an opponent who had already established his own vertical position (cylinder), the player who left his vertical position (cylinder) is responsible for the contact.

The defensive player must not be penalised for leaving the floor vertically (within his cylinder) or having his hands and arms extended above him within his own cylinder.

The offensive player, whether on the floor or airborne, shall not cause contact with the defensive player in a legal guarding position by:

- Using his arms to create more space for himself (pushing off).
- Spreading his legs or arms to cause contact during or immediately after a shot for a field goal.

33.3 Legal guarding position

A defensive player has established an initial legal guarding position when:

- He is facing his opponent, and
- He has both feet on the floor.

The legal guarding position extends vertically above him (cylinder) from the floor to the ceiling. He may raise his arms and hands above his head or jump vertically but he must maintain them in a vertical position inside the imaginary cylinder.

33.4 Guarding a player who controls the ball

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.

When judging a charge/block situation involving a player with the ball, an official shall use the following principles:

- The defensive player must establish an initial legal guarding position by facing the player with the ball and having both feet on the floor.
- The defensive player may remain stationary, jump vertically, move laterally or backwards in order to maintain the initial legal guarding position.
- 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.
- Contact must occur on the torso, in which case the defensive player would be considered as having been at the place of contact first.
- Having established a legal guarding position, the defensive player may turn **within** his cylinder to avoid injury.

In any of the above situations, the contact shall be considered as having been caused by the player with the ball.

33.5 Guarding a player who does not control the ball

A player who does not control the ball is entitled to move freely on the playing court and take any position not already occupied by another player.

When guarding a player who does not control the ball, the **elements of time and distance shall apply**. A defensive player cannot take a position so near and/or so quickly in the path of a moving opponent that the latter does not have sufficient time or distance either to stop or change his direction.

The distance is directly proportional to the speed of the opponent, but never less than 1 normal step.

If a defensive player does not respect the elements of time and distance in taking his initial legal guarding position and contact with an opponent occurs, he is responsible for the contact.

Once a defensive player has established an initial legal guarding position, he may move to guard his opponent. He may not prevent him from passing by extending his arms, shoulders, hips or legs in his path. He may turn within his cylinder to avoid injury.

33.6 A player who is in the air

A player who has jumped into the air from a place on the playing court has the right to land again at the same place.

He has the right to land on another place on the playing court provided that the landing place and the direct path between the take-off and landing place is not already occupied by an opponent(s) at the time of take-off.

If a player has taken off and landed but his momentum causes him to contact an opponent who has taken a legal guarding position beyond the landing place, the jumper is responsible for the contact.

An opponent may not move into the path of a player after that player has jumped into the air.

Moving under a player who is in the air and causing contact is usually an unsportsmanlike foul and in certain circumstances may be a disqualifying foul.

33.7 Screening: Legal and illegal

Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court.

Legal screening is when the player who is screening an opponent:

- **Was stationary** (inside his cylinder) when contact occurred.
- Had both feet on the floor when contact occurred.

Illegal screening is when the player who is screening an opponent:

- **Was moving** when contact occurred.
- Did not give sufficient distance in setting a screen outside the field of vision of a **stationary** opponent when contact occurred.
- Did not respect the elements of time and distance of 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 as he wishes, provided there is no contact.

If the screen is set **outside** the field of vision of a stationary opponent, the screener must permit the opponent to take 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 1 and never more than 2 normal steps.

A player who is legally screened is responsible for any contact with the player who has set the screen.

33.8 Charging

Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso.

33.9 Blocking

Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.

A player who is attempting to screen is committing a blocking foul if contact occurs when he is moving and his opponent is stationary or retreating from him.

If a player disregards the ball, faces an opponent and shifts his position as the opponent shifts, he is primarily responsible for any contact that occurs, unless other factors are involved.

The expression 'unless other factors are involved' refers to deliberate pushing, charging or holding of the player who is being screened.

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.

33.10 No-charge semi-circle areas

The no-charge semi-circle areas are drawn on the playing court for the purpose of designating a specific area for the interpretation of charge/block situations under the basket.

On any penetration play into the no-charge semi-circle area any contact caused by an airborne offensive player with a defensive player inside the no-charge semi-circle shall not be called as an offensive foul, unless the offensive player is illegally using his hands, arms, legs or body. This rule applies when:

- The offensive player is in control of the ball whilst airborne, and
- He attempts a shot for a field goal or passes off the ball, and
- The defensive player has **one foot or both feet in contact with** the no-charge semi-circle area.

33.11 Contacting an opponent with the hand(s) and/or arm(s)

The touching of an opponent with the hand(s) is, in itself, not necessarily a foul.

The officials shall decide whether the player who caused the contact has gained an advantage. If contact caused by a player in any way restricts the freedom of movement of an opponent, such contact is a foul.

Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position and his hand(s) or arm(s) is placed upon and remains in contact with an opponent **with** or **without** the ball, to impede his progress.

To repeatedly touch or 'jab' an opponent with or without the ball is a foul, as it may lead to rough play.

It is a foul by an **offensive player with the ball** to:

- 'Hook' or wrap an arm or an elbow around a defensive player in order to obtain an advantage.
- 'Push off' to prevent the defensive player from playing or attempting to play the ball, or to create more space for himself.
- Use an extended forearm or hand, while dribbling, to prevent an opponent from gaining control of the ball.

It is a foul by an **offensive player without the ball** to 'push off' to:

- Get free to catch the ball.
- Prevent the defensive player from playing or attempting to play the ball.
- Create more space for him.

33.12 Post play

The principle of verticality (cylinder principle) applies also to post play.

The offensive player in the post position and the defensive player guarding him must respect each other's rights to a vertical position (cylinder).

It is a foul by an offensive or defensive player in the post position to shoulder or hip his opponent out of position or to interfere with his opponent's freedom of movement using extended arms, shoulders, hips, legs or other parts of the body.

33.13 Illegal guarding from the rear

Illegal guarding from the rear is personal contact with an opponent, by a defensive player, from behind. The fact that the defensive player is attempting to play the ball does not justify his contact with an opponent from the rear.

33.14 Holding

Holding is illegal personal contact with an opponent that interferes with his freedom of movement. This contact (holding) can occur with any part of the body.

33.15 Pushing

Pushing is illegal personal contact with any part of the body where a player forcibly moves or attempts to move an opponent with or without the ball.

33.16 Fake being fouled

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.

Art. 34 Personal foul

34.1 Definition

34.1.1 A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead.

A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot, nor by bending his body into an 'abnormal' position (outside his cylinder), nor shall he indulge in any rough or violent play.

34.2 Penalty

A personal foul shall be charged against the offender.

34.2.1 If the foul is committed on a player not in the act of shooting:

- The game shall be resumed with a throw-in by the non-offending team at the place nearest to the infraction.
- If the offending team is in the team foul penalty situation, then Art. 41 shall apply.

34.2.2 If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:

- If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw.
- If the shot released from the 2-point field goal area is unsuccessful, 2 free throws.
- If the shot released from the 3-point field goal area is unsuccessful, 3 free throws.
- If the player is fouled as, or just before, the game clock signal sounds for the end of the quarter or overtime or as, or just before, the shot clock signal sounds, while the ball is still in the player's hand(s) and the field goal is successful, the goal shall not count and 2 or 3 free throws shall be awarded.

Art. 35 Double foul

35.1 Definition

35.1.1 A double foul is a situation in which 2 opponents commit personal fouls against each other at approximately the same time.

35.1.2 To consider 2 fouls as a double foul the following conditions must apply:

- Both fouls are player fouls.
- Both fouls involve physical contact.
- Both fouls are between the same 2 opponents fouling each other.
- Both fouls have the same penalty.

35.2 Penalty

A personal foul shall be charged against each offender. No free throws shall be awarded and the game shall be resumed as follows:

If at approximately the same time as the double foul:

- A valid field goal, or a last free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in from any place behind that team's endline.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in from the place nearest to the infraction.
- Neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.

Art. 36 TECHNICAL FOULS

36.1.2 Each team shall do its best to secure victory, but this must be done in the spirit of sportsmanship and fair play.

36.1.3 Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of this rule shall be considered as a technical foul.

36.2.1 A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:

- Disregarding warnings given by referees.
- Disrespectfully dealing and/or communicating with the referees, the commissioner, the table officials, the opponents or persons permitted to sit on the team benches.
- Using language or gestures likely to offend or incite the spectators.
- Baiting and taunting an opponent.
- Obstructing the vision of an opponent by waving/placing his hand(s) near his eyes.
- Excessive swinging of elbows.
- Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in or a free throw from being taken promptly.
- Fake being fouled.
- Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or, in the judgement of a referee, is trying to prevent injury to himself or to another player.
- Goaltending during the last free throw by a defensive player. The offensive team shall be awarded 1 point, followed by the technical foul penalty charged on the defensive player.

Art. 37 Unsportsmanlike Foul

37.1 Definition

37.1.1 An unsportsmanlike foul is a player contact which, in the judgement of a referee is:

- Contact with an opponent and not legitimately attempting 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.
- An illegal contact caused by the player from behind or laterally on an opponent, who is progressing towards the opponent's basket and there are no other players between the progressing player, the ball and the basket. This applies until the offensive player begins his act of shooting.
- Contact by the defensive player on an opponent on the playing court when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, when the ball is out-of-bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in.