

## Referees Guidelines - Block/ Charge Fouls

The referee must realise that most block/charge decisions result in disagreement from the side penalised. However, the referee should have confidence in their call, providing they are always aware of the following:

1. Anticipate the play (not the Call). Think ahead as to what could possibly happen next. Be prepared.
2. Think what the offensive player is trying to accomplish while observing what the defence is doing. Keep good vision on both offensive and defensive players, but referee the defence ("referee the defence, think like the offence").
3. See the whole play from the beginning, with as wide an angle as possible. The closer to the action the more difficult it is judge.
4. Establish quickly if a defender has established a legal guarding position (i.e., first to the position, feet on the floor, and initially facing the opponent).
5. Note the point of contact (leg or chest etc). If contact is on torso (chest), it is a good indication who got the position first.
6. Protect the rights of the airborne player. If it is close with a player in the air, call a block.
7. Make sure that the contact has resulted in a player being put at a disadvantage (moved them from a legally established position) and do not be influenced by the     dramatics of the players.
8. Most block/charge situations occur:
  - a) In transition
  - b) Where a player beats their player and another defender comes across to help.
  - c) Defensive help situations, with the defence switching.
  - d) Pressing situations.
  - e) Pass and crash situations where the offence pass or shoot the ball while in air and then cannon into the defence.
9. When there is doubt as to whether a shot was released prior to contact, it is probably best procedure to count the basket and call a pushing foul.