



STANDARD QUALITY

GLOBAL CONNECTION





FIBA

We Are Basketball



CONTACTS & CRITERIA

FIBA Main Competitions

Summer 2014

This presentation is part of the 2014 FIBA Main Competitions' Referee's Pre-Competition Clinic.

This material includes practical approaches and detailed techniques for some key situations concerning contacts on the court.

***There is one game,
three referees,
but still only one set of
criteria (refereeing).***

1. Clean the Game
2. Use of Hands
3. Post Play
4. U-foul
5. Flopping / Faking

- Establish the criteria early (first call).
- Maintain the criteria (last call).
- Call the obvious
- Be fair but be firm!
- Do not compromise!
- Do not miss the big ones.



USE OF HANDS



- Hand-checking is the “illegal” use of the hand(s) / arm(s) to impede / influence the movement / progress of an opponent with or without the ball.
- A defensive player may momentarily touch an opponent with his hand anywhere on the court as long as it does not affect the opponent’s movement (speed, quickness, balance, rhythm).



- Under no circumstances may the defensive player place two hands upon an opponent.
- Offensive player has the same rights as defensive player.
- It is a fight for a spot on the floor (first to spot has the right).



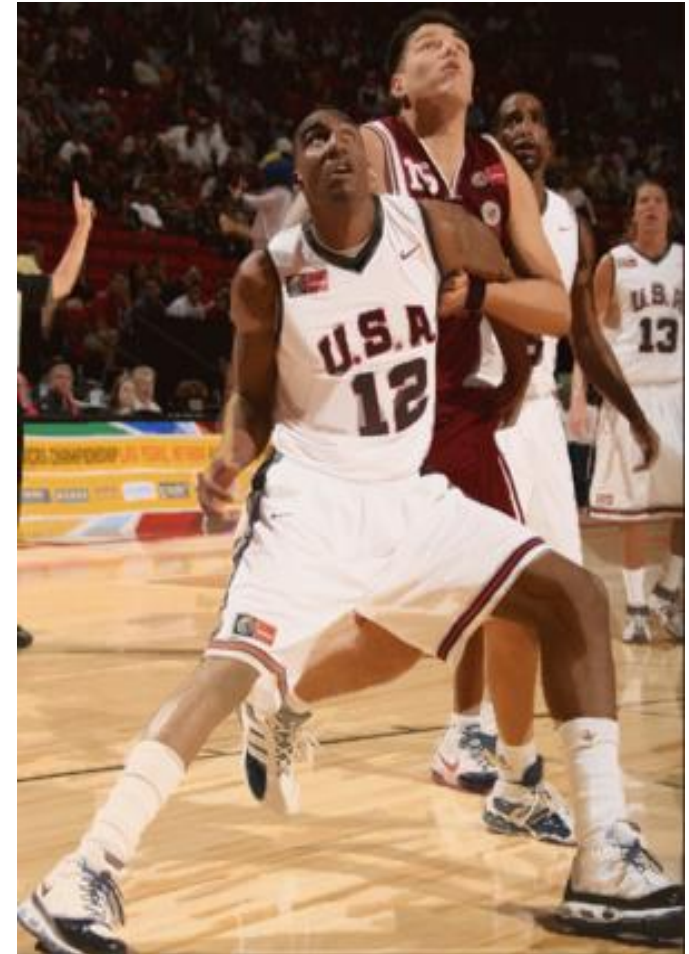
- Be firm
- Be early
- Be ready.
- "No hands"
- When controlling "hand check" you have to control travelling too.



POST PLAY



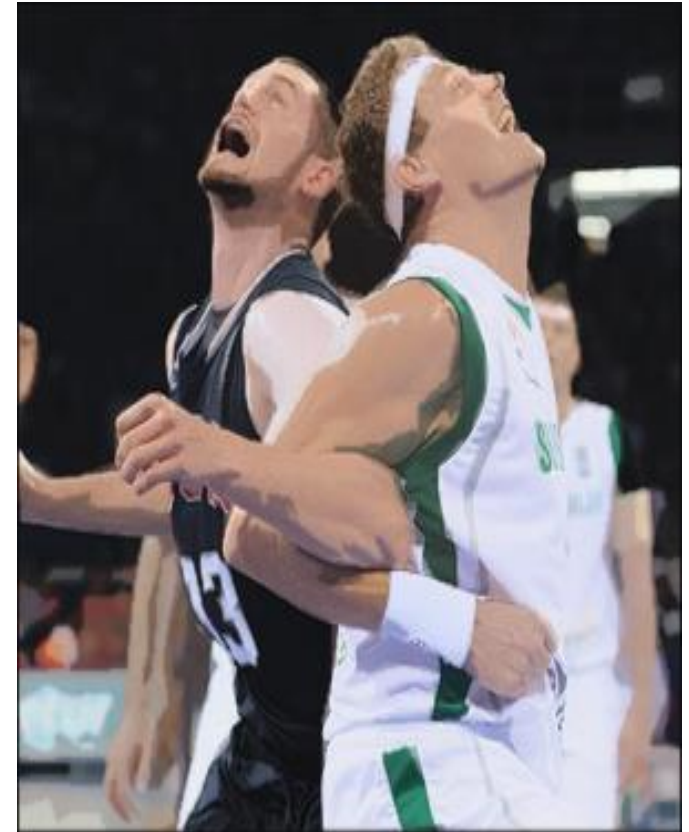
- The principle of verticality applies also to post play
- The offensive player in the low post and the defensive player guarding him must respect each other's rights to a vertical position
- It is a foul by an offensive or defensive player in the post position to shoulder or hip his opponent **out of position** or to **interfere** with his **opponent's freedom of movement** using extended arms, shoulders, hips, legs or other parts of the body.



- Post play should be viewed and anticipated as a physical (not rough) match-up between two opponents, especially big players
- But if illegal use of hands, forearm, knees or legs impedes the movement of, or dislodges the opponent then a foul must be called.
- At no time may a hand or both hands be placed upon an opponent, preventing freedom of movement by the offensive player.
- An offensive player cannot dislodge a defensive player from a spot on the floor by “bumping” or “backing down” toward to basket.



- Be aware of the illegal use of hands by the offensive player. Visualize various possibilities in pre-game preparation. (Mental Image Training)
- There can be no “let them play” attitude when the contact is excessive or rough.
- When it looks like a foul, it is a foul!
- When controlling post play you have to control “three seconds” too.



POST PLAY CHECKLIST



- “Easy” / “No hands” on action (not too many words)
- There can be no “let them play” attitude when the contact is excessive or rough.
- Moving to the right place (be ahead)
- Put yourself in an effective position
- Look at the right part of the action
- Call the action not the gesture
- Do you understand what you need to see?
- Two hands – call the foul.



UNSPORTSMANLIKE FOUL



- Rough, severe, dangerous, flagrant contact should not be tolerated at any time. Clean up the game!
- Detect the players who do not play basketball.
- Never fear; evaluate the action and do not think about the penalty.



UNSPORTSMANLIKE FOUL



- Four instances:
 - **No effort** to play ball
 - Causing **excessive contact** (hard foul)
 - **Contact from behind or laterally** (last player situation)
 - **Last 2 minutes Q4/OT:** Foul before ball has been released for throw-in.



UNSPORTSMANLIKE FOUL



- In case of doubt, call a personal foul.
- In case of a double whistle - if any of your partners call an UF change your signal to an UF.
- In case of an UF (last player situation), take a second to analyze the whole play. Your partners may assist you (up- or downgrade).
- Call the foul – analyze – upgrade to UF if necessary (no emotional call).



LAST PLAYER SITUATION



- If **a defensive player (control)** causes contact with opponent from behind or laterally in an attempt to stop a fastbreak and there is no opponent between the offensive player and the opponents basket, it is an UF!
- Valid until player is in act of shooting (unless no effort to play the ball or excessive contact)
- Court awareness, communicate, get the call right.



LAST 2 MINUTES



During the last 2 min. of the fourth period and during the last 2 min. of each extra period, when the ball is out-of-bounds for a throw-in and still in the hands of the official or already at the disposal of the player taking the throw-in, if at this moment a **defensive player causes contact** with a player of the offensive team **and a foul is called**, it is an UF



- Managing "hard" foul situations
- Dangerous to player and game, must be called immediately.
- 1st priority:
Prevent confrontation, retaliation, restore order.
- Be ready to physically intervene.



FLOPPING / FAKING



- Widely practiced in charging and screening situations.
- We must know the game and the technical movements and tactics of the players, this prevents buying a flop or fake
- This type of behavior does not fit within the spirit of sportsmanship and fair play. Clean up the game – clean it early!



FLOPPING / FAKING



- Some players try to trick the referees faking a contact caused by an opponent, or maximizing an incidental contact.
- Some defensive players without a Legal Guarding Position (LGP), try to cause contact onto the torso and fall backwards faking an offensive foul.



If a player:

- Contacts incidentally with an opponent as a consequence of a regular play, and it does not produce any alteration in the rhythm of the play, no call.
- Flops generating an illegal contact, call foul on a flopper.



- A player fakes but does not generate any illegal contact:
 - An official warning is given to the player and warning must be communicated also to the Head Coach.
 - Any repetition of flopping by same team lead to Technical Foul.
 - One warning by each team.
- A player fakes flagrantly and does not generate any illegal contact:
 - Technical Foul (unsportmanlike behavior)



- ✔ *Be fair & firm*
- ✔ *Call obvious*
- ✔ *Do not compromise*
- ✔ *Clean the Game*





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