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We Are Basketball



FIBA REFEREES MANUAL

INDIVIDUAL OFFICIATING TECHNIQUES (IOT)

VERSION 1.1A

This Referees Manual is based on
FIBA Official Basketball Rules 2020.

In case of discrepancy between different
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STANDARD QUALITY GLOBAL CONNECTION

FOREWORD

Basketball, as a game, is progressing in skill and speed every day. It is a natural environmental development process that takes place unconditionally and it is called evolution. The game and more so refereeing has completely changed from 10 years ago. Presently, top level refereeing is improving at least at the same speed as the game itself and higher standards of performance are expected every year. The pace of change has necessitated the adoption of a motto: "What was considered exceptionally good yesterday, is considered standard quality today and below average quality tomorrow".

This manual complements other FIBA technical manuals for officiating. The Individual Officiating Techniques (IOT) Manual provides the foundation of successful basketball refereeing, namely to referee one play situation at a time.

The content in this IOT Manual content should be considered as a basic standard of mechanical and technical procedures that are executed individually on the court and every referee at FIBA level should have the detailed know-how.

To enhance the IOT skills, referees are expected to train and practice these techniques in their own time, both on and off the court. This should be done in pursuit of mastering your skills - remembering of course that thousands of repetitions are needed to develop muscle memory. This makes the difference between a good referee and a top elite level referee and generates a standard operational level regardless of the games or environment.

In addition FIBA Referee Operations produce a variety of supporting material, namely "Improve Your" series (for example 'Improve Your Lead Positioning'). These guides provide more insight and details on how to work with the content mentioned in this manual.

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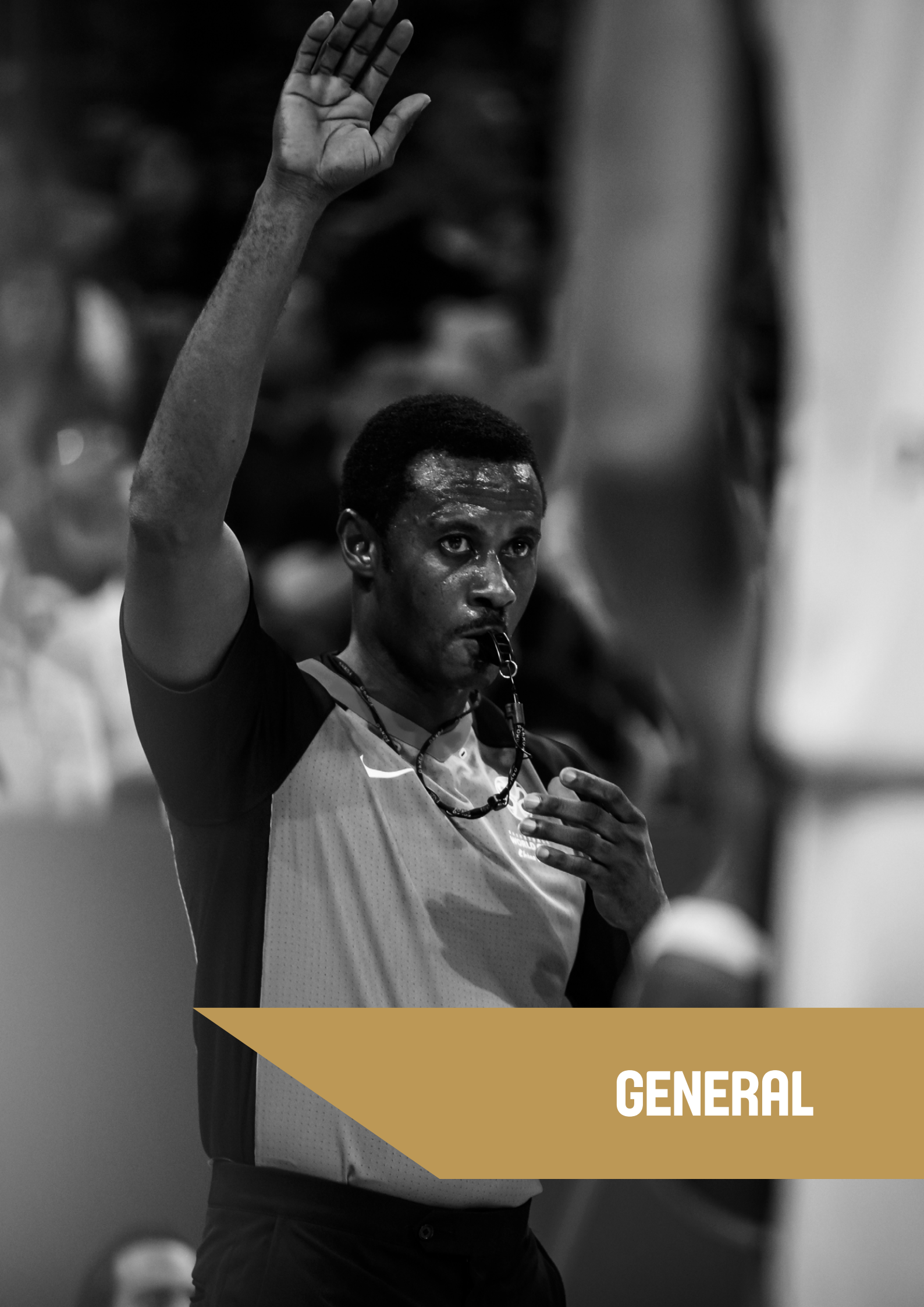
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GENERAL

CHAPTER 1

1. GENERAL

1.1 BASKETBALL OFFICIATING

Generally, sports officiating is challenging and more so in the game of basketball – especially where ten athletic players are moving fast in a restricted area. Naturally the game has changed and the court has actually become larger, not in actual court size but in the playing and refereeing sense. Play situations are spread all over the court with every player able to play in almost every position. Naturally this sets a new requirement for basketball refereeing. It is good to remember that improving daily should not be considered as actual progress but rather is only designed to keep pace with the game's development – this is called evolution and this will occur regardless if we want it or not.

Sometimes there is a tendency to define basketball officiating as a very complex combination of various skills. It is true it requires many abilities by the referee, but the bottom line is that all these skills aim to achieve one thing - being ready to referee the play or handle situations that may arise during the game. All the training should focus on game preparation to assist referees to address various situations in games.

Refereeing is:

Anticipate what will happen — Active mind-set

Understand what is happening — Basketball knowledge

React properly for what has happened — Mental Image Training

1.2 IMAGE OF AN ELITE BASKETBALL REFEREE

FIBA has one golden rule when it comes to prioritising for referee training for FIBA games - Game Control. That is ensuring a smooth running and dynamic game where players are able to showcase their basketball skills. This is the image FIBA is looking for. The two or three appointed referees are the ones who are responsible for this game control.

It is good to define and remember that game control is different to game management. Ultimately, it is the Referees that are in charge of the game. They define what is allowed and what is not – nobody else.

Having said that, it is equally important that referees look and act like they are in charge. Referees should give a non-verbal message that they are ready and able to make decisions. The core function of refereeing is decision making. Referees need to feel comfortable in making decisions without hesitation in the decision making process. Of course, the correctness of these decisions can be analysed after the event and so referees must demonstrate confidence and trust or at the very least present so that others view them this way (perception).

Therefore, FIBA has added the topic of "court presence" to its training program. It includes mental training with an "I am in charge" concept. This will be combined with a physical training plan to create an image of a strong and athletic body, fitting into the image of professionalism and promoting game control.

"Controlling is an attitude"



BASIC INDIVIDUAL OFFICIATING TECHNIQUES (IOT)

CHAPTER 2

2. INDIVIDUAL OFFICIATING TECHNIQUES (IOT)

2.1 INTRODUCTION

Individual Officiating Techniques (IOT) is the most important foundation for either 2 Person Officiating (2PO) or 3 Person Officiating (3PO). It is evident that in the past 15 years there has been a heavy focus on 3PO (namely for the mechanical movements of the referees on the floor). This has led to a lack of knowledge in how to actually referee individual play phases in the game – this being the fundamental skills that referees need to possess in order to process and facilitate the correct decision. These are inherent skills of IOT and are similarly relevant to both 2PO and 3PO.

In analysing play phases and calling the game, some basic principles are necessary to follow:

Have proper distance from the play – keeping an open angle and remaining stationary. Do not move too close to the play and narrow your field of vision.	Distance & Stationary
The priority of the referee in an on ball competitive match-up is to focus the attention on the illegality of the defensive player whilst keeping the offensive ball handler in your field of vision.	Referee the defence
Always look for illegal actions to call.	Active mind-set
Have the key players (1on1) or as many players as possible in your field of vision in order to see any illegal action.	45° and Open angle
Understand when the play has ended so you can move to the next play –mentally / physically.	Stay with the play until it is over

The lack of adhering to the above mentioned principles are the main reasons for wrong decisions being made on the floor. Simple as that!

When referees are able to have proper primary coverage for all obvious plays, it will substantially increase the quality of refereeing. These obvious plays, if missed, are the determining factors in peoples' mind as to what constitutes an acceptable level of officiating.

“Primary Coverage in Obvious Plays”

2.2 DISTANCE & STATIONARY

Target: To identify and understand the key points and impact of maintaining a proper distance from the play and being stationary when refereeing competitive match ups.

Many referees have the tendency to think that moving up and down the court and being very close to the play helps them to make correct decisions.

Therefore, we need to understand and focus on these two main issues:

1. **Distance** - When refereeing the play, it is important to maintain an appropriate distance from the play, without getting too close. The referee can lose perspective, as all movements appear to look faster. Imagine yourself watching the game from the upper deck of the stand and you will see that the players' movements look slower than at the court level. They only appear to look that way, but obviously they are not.
2. **Stationary** - Often referees that are engaged with the play are not conscious as to whether they are moving or not when the action starts. It is common sense that if we want to focus on something it is best to do so whilst stationary. These same two principles apply to refereeing.

If a referee has the proper distance from the play (3-6 meters):

- a. The possibility of an emotional or reaction call decreases.
- b. He can maintain a perspective as movements look slower
- c. He can maintain a wide angle, which increases the possibility of seeing more players in the field of vision.
- d. He is able to see the big picture (next plays to follow, control the clocks, identify where partners)

If a referee is stationary when he is making a judgment:

- a. His eyes are not bouncing and concentration increases
- b. A correct decision is more likely due to being focused and concentrated.

It is important that a referee must move to be in the right position to see the gap (this is different than position adjustment); and must do so as quickly as possible. Stop, Observe and Decide.

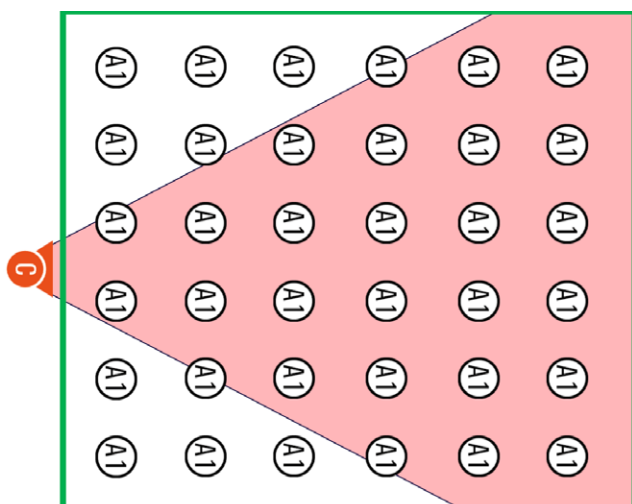


Diagram 1:
Proper distance creates wider angle and the referee is able to have more players in his field of vision at the same time. Example in the first row 2 players, second row 3 players, third row 4 players, etc. Totally 26 players out of 36 (72%).

2.3 REFEREEING THE DEFENCE

Target: *To identify the primary focus when analysing a 1 on 1 play.*

The concept of refereeing the defence is one of the corner stones for accurate basketball refereeing. Essentially, it means that the priority of the referee in an on ball competitive match-up is to focus the attention on the illegality of the defensive player whilst keeping the offensive ball handler in your field of vision. The referee is required to get into a position that allows them to clearly see the defensive player.

Note: We are not refereeing the space between the players, we are refereeing the defence itself - but you need to have a position where you see the space between players in order to referee the defence.

When refereeing on ball focus your attention on the illegality of the defensive player!

2.4 STAY WITH THE PLAY

Target: *To understand how to increase quality control in play situations.*

On occasions, referees miss an obvious foul. Unfortunately, it often looks like the only persons in the arena who missed the obvious foul were the two or three persons on the court who have the whistle. The key to correctly calling these obvious plays is by adopting a professional discipline – that is to be patient and careful every time you referee the play. It is expected referees will “stay with the play until the end of action” (that is keeping your eyes and attention on the play until it has ended).

Practically, referees need to implement strategies:

- a. mentally focussing on the defender until the play has come to its end e.g. shooter has landed, in penetration defender has landed.
- b. physically do not start to move. Trail / Centre stepping backwards on the shot – has the potential for the referee to mentally release the play before ball has entered the basket or the defensive team has gained control of the rebound.

Processing the play (Patient Whistle)

Before blowing their whistle referees should process the entire play from the start - through the development - until the end before making a call. This will produce more analytical decision instead of only seeing the end of the play and reacting to it (emotional decision).

2.5 POSITIONING, OPEN ANGLE (45°) AND ADJUSTMENTS

Target: To understand the impact and technique of maximising the number of the players within your field of vision at all times.

It has been stated that referees must always look for illegal actions (something to call). Logically, if a referee has more players in his field of vision, the chances of seeing illegal actions dramatically increase. Namely, those referees who have positioned themselves on the court with proper distance and a wide open angle, are more likely to have a higher level of accuracy thus leading to a higher standard of performance.

Analysis proves that the concept of maintaining an open angle is not necessarily well understood by referees. Often referees who have established an open angle, unnecessarily move again, losing the open angle and becoming straight lined on the play.

A second key principle is to have both Lead (L) and Trail (T) on the edge of the play (players and ball). This way referees are able to maintain as many players as possible in their field of vision. As a result, it is important for Lead to move on the baseline with ball (mirroring the ball) and for Trail to always be behind the play (between the last player and basket in the backcourt). The following diagram demonstrates the advantage of being at the "edge of the play" and having a 45° angle).

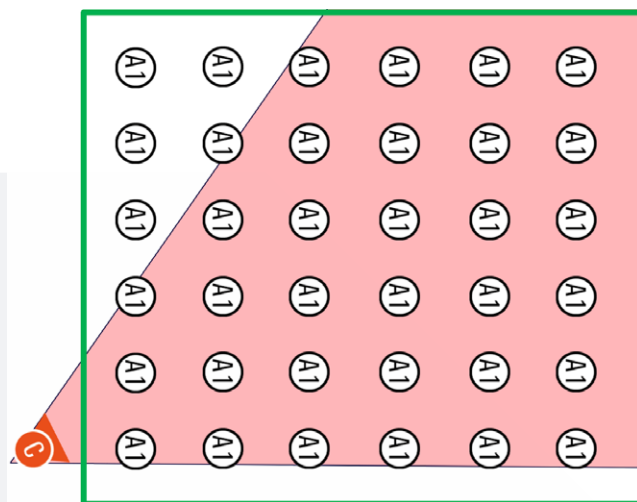


Diagram 2:

It is important to find a position and angle on the court where the referee is able to observe as many players as possible. If you compare the number of the players covered with Diagram 2, you will find that with 45° and an "edge of the play" adjustment, a total of 32 players out of 36 (89%) are covered at the same time.

The principles for positioning and open angle are:

- a. Move to the right spot and establish the open angle
- b. Anticipate (mentally one step ahead of the play) where you need to be
- c. Adjust to the play to maintain the open angle (step here, step there)
- d. Always move with a purpose, know where you need to go and why
- e. Go where ever you need to go to be in the position to referee the play (different to the Working Area)
- f. If the initial position is correct – there is a less need to move, but do not be STATIC (you need to adjust all the time according to the play and players' movement).

2.6 PRE-GAME CONFERENCE AND USE OF FIBA IREF PG APP

Target: To know the topics that have to be covered during the pre-game conference and what functionalities are offered by the App.

A pre-game conference is absolutely necessary. The concept is to ensure you and your partner(s) are on the same page when officiating together. This promotes good teamwork and good officiating.

Some general topics for pre-game discussion are:

1. Know your areas of responsibility on the floor and avoid having both referees watch the ball and the players immediately surrounding it.
2. Referee the play away from the ball when it is your primary responsibility.
3. With double calls, establish eye contact with your partner before proceeding with your signal. Remember: The referee nearest to the play or towards whom the play is moving shall have primary responsibility.
4. Give help when required on out-of-bounds situations, but only when requested to do so by your partner. Get into the habit of establishing eye contact.
5. Try to know at all times, not only where the ball and all the players are located, but also the location of your partner.
6. In fast break situations, especially where the offensive players outnumber those on defence, let the nearest referee make the decision on whether or not to call the foul. Avoid the temptation to make a call when you are ten (10) metres or more away from the action.
7. Blow your whistle for a foul only when it has an effect on the action. Incidental–marginal contact should be ignored.
8. Establish your standards early in the game. The game will become easier to control. Rough and over-aggressive play must always be penalized. The players will adjust to the way you allow them to play.
9. Try to maintain the best possible position and a wide angle of vision between the defensive and offensive players. Be on top of the play having proper distance and being stationary when you make the decision (call or no call).

To help the referees in this matter, FIBA has developed an FIBA iRef Pre-Game App that can be easily used everywhere to help the referee crew to prepare for the game.

You can download the application from Apple App Store or Google Play Store.



2.7 MAKING A CALL, DECISION MAKING AND COMMUNICATION

Target: To know how to make the call and being able to immediately communicate the decision verbally and with standard hand signals.

Sometimes we underestimate the value of simple basic techniques in creating the solid foundations of successful basketball officiating at the top level.

When blowing the pea-less whistle it is important to have enough air (force) in a short period to enter into whistle. This creates the strong decisive sound. Given the need to communicate verbally the decision after making the call, it is imperative we retain some air in our lungs.

Therefore following key points are important:

1. Technique how to blow the whistle – strong short blow (“spit”) into the whistle – one time.
2. Release the whistle out of the mouth after making a call.
3. Indicating the relevant signals for the decision.
4. Support your decision verbally “Foul blue 5, offensive foul; Travelling etc...”
5. Less is more – remember less and once you indicate/state something, the power of the message is stronger (practice the key words and how to articulate them clearly).

2.7.1. MAKING A ‘NO-CALL’

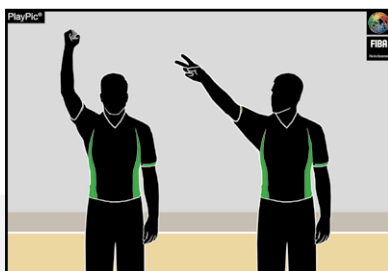
Referees are to use official signals only. Where a referee is making a decision on a play and a no call situation eventuates, referees are not to demonstrate or use other signals for the ‘no call’. This is particularly relevant in such situations where your partner sees an illegal action on the same play due to having a different angle and actually makes a call.

2.7.2. MAKING AN OUT-OF-BOUNDS CALL

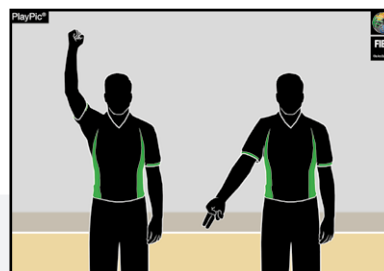
When calling out-of-bounds plays referee should always support their decision verbally i.e. saying “blue ball” at the same time as showing the direction. This will be very useful if you accidentally point in the wrong direction.

2.7.3. MAKING A FOUL CALL

It is important to communicate your decision to players and other participants clearly and quickly. In act of shooting situations people are eager to know whether there will be free throws or not. To avoid confusion in these situations referees should communicate their decision immediately by using appropriate authorized signal.



Foul in Act of Shooting (FAOS)



Foul not in Act of Shooting (FNAOS)

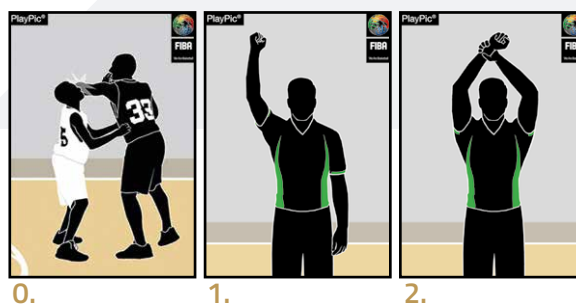
Note: These signals should only be used when there is an act of shooting situation or potential act of shooting situation.

Unsportsmanlike foul – 0-1-2 technique

When calling a situation with a potential UF action, the following protocols should be used:

0. Make the decision to call something
1. Indicate foul signal first (gives time to process what criteria is used for UF)
2. Upgrade the signal for UF

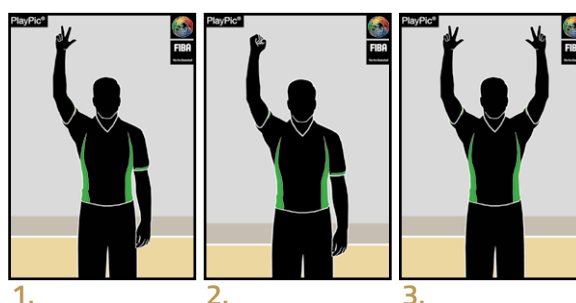
Referees should avoid showing the UF hand signal directly when calling a foul.



3 point shot, foul & basket

When calling a defensive foul in the shot; the following protocol is to be used:

1. Shot is taken – 3 Point Attempt Signal
2. Foul is called – switch to Regular Foul Signal (use the same hand)
3. The ball goes into basket – Successful 3 Point Signal



2.8 SIGNALS & REPORTING

Target: To identify the different phases and techniques of having strong and decisive signals as part of court presence.

Referees should use only the official signals defined in the FIBA Basketball Rules. It is a professional sign and attitude to use only the official signals. Personal habits and preferences only demonstrate a lack of understanding and professional attitude.

When communicating decisions with signals it is good to remember that the use of signals creates a strong perception among the people who are watching the referees. It is one piece in the overall package of providing a trusted and accepted refereeing image. Often we think that there is no need to practise the official signals at all, but it is highly necessary.

A checklist for successful use of the signals:

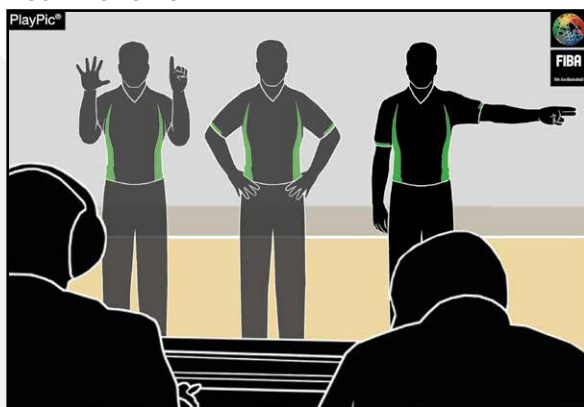
1. Use official and authorized FIBA signals
2. Rhythm
 - a. Each signal has a start and a stop
 - b. When finishing the signal, freeze it and count "one-two" in your mind
3. Strong, Sharp, Visible and Decisive signals (practice this in front of the mirror)
4. Use both hands for direction, depending which shoulder is in the front.
5. Treat each team, player and play with the same standard (no histrionics)
6. Remember less is more (no repetition, one clear and strong signal)
7. Verbally support the signal at all times.

2.8.1. REPORTING

A checklist for successful reporting to the scorers' table:

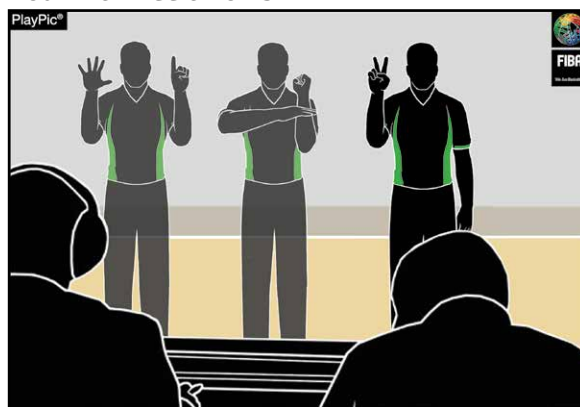
1. Walk sharply to a spot where you have visual contact with the table. Minimize distance – think where is your next position after reporting.
2. Stop, both feet side by side on the floor and breathe (body balance – shoulders level)
3. Rhythm (start - stop - "one - two" / start - stop - "one - two" / start - stop - "one - two")
4. Identify: Number, nature of foul and penalty (throw-in or free throws)
5. Nature of the foul must be the same as what really happened in the play
6. Verbally support the reporting to the scorer's table.

Foul with throw-in



1. Number – No. 6
2. Nature of foul – Blocking foul
3. Penalty – Throw-in direction

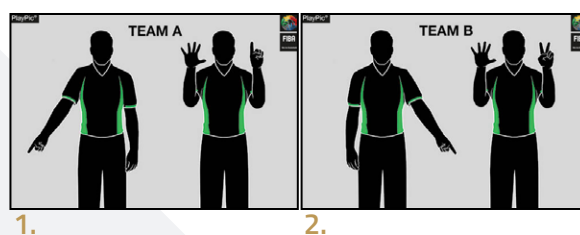
Foul with free throws



1. Number – No. 6
2. Nature of foul – Illegal contact to hand
3. Penalty – 2 free throws

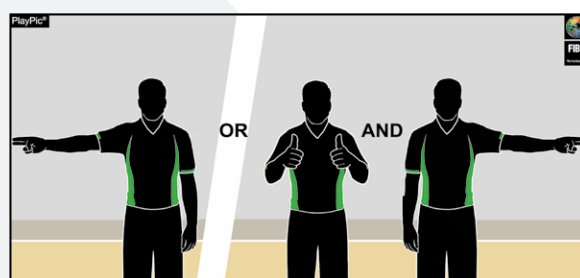
Double Foul

1. Point to team A's bench and report the number
2. Point to team B's bench and report the number
3. Show how the game will continue
 - 3a. throw-in direction OR
 - 3b. jump ball situation & throw-in direction



1.

2.



3a.

3b.

2.9 JUMP BALL / ACTIVE REFEREE (TOSSING THE BALL)

Target: To identify the different phases and correct techniques during the ball toss.

Jump-ball situations are exciting, but unfortunately sometimes the administering referee is unable to toss the ball properly. Analysis indicates that 50% of the violations during the jump-ball are caused by a poor toss by the referee. In other words, they could have been avoided. Tossing the ball is something that needs to be trained on a regular basis, unlike what is currently the case.

It is crucial to understand that the jumpers are tense and will react easily on any movement caused by the referee. So therefore it is crucial to avoid any unnecessary movements.

A checklist for a successful ball toss:

- a. Players are tense - avoid any extra movements
- b. Style of tossing the ball is irrelevant (two hands - low or high, one hand - low or high)
- c. It is more important to have one solid upward movement to toss the ball
- d. Level of the ball at the start – the lower the ball is – the longer it has to travel to reach the “highest point”.
- e. Speed & intensiveness of the toss (lower starting point – more intensive and faster)
- f. No whistle in the mouth when administering the toss.

2.10 JUMP BALL / NON-ACTIVE REFEREE(S)

Target: To identify the different tasks and techniques for non-administrating (passive) referees during the ball toss.

The non-administrating referee(s) have only very limited duties during the jump-ball situations. Even so, from time to time we still witness obvious violations or administering error(s) that are not officiated properly. A possible reason is that the non-active referee(s) is not ready to react to any illegal actions by the players or administering errors by their partner. The active mind-set is the key for appropriate coverage. The non-active referee(s) should remind themselves (self talking) to identify illegal actions and the proper procedures that follow in case they take place.

A checklist for a successful coverage by non-active referee(s):

- a. Call back the poor toss (too low, not straight, incorrect timing)
- b. Call the violation if the ball is touched by jumpers on the way up (stealing the tap)
- c. Call the violation if the non-jumpers are not staying outside the circle until ball is tapped legally by the jumper(s).
- d. Controlling the game clock (10:00) and the shot clock (24”) – ensuring they are reset where a violation is called before the ball is legally tapped.
- e. Ensuring that any throw-in as a result of a violation by the jumper is placed in the new front court, close to the mid court line.
- f. Checking that the alternating possession arrow is set properly after one of the teams has established the first possession of a live ball.

2.11 COVERING A SHOT (PROTECT THE SHOOTER)

Target: To have full coverage on all act of shooting situations.

Referees should have full coverage on obvious situations in their primary. A shot is an obvious play – always! The correct way to referee a shooting situation is to use a 1-2-3 technique for shooting situations. When used properly this technique provides the details for possible foul or fake call. The action need to have contact to be illegal

1-2-3 technique on shooting situations

- a. Referee defense all the time.
- b. Check the play in following order: **1.** hands **2.** body **3.** feet (landing).
- c. Stay with the play until shooter has returned to the floor.
- d. Only then turn your attention to ball & rebounds.

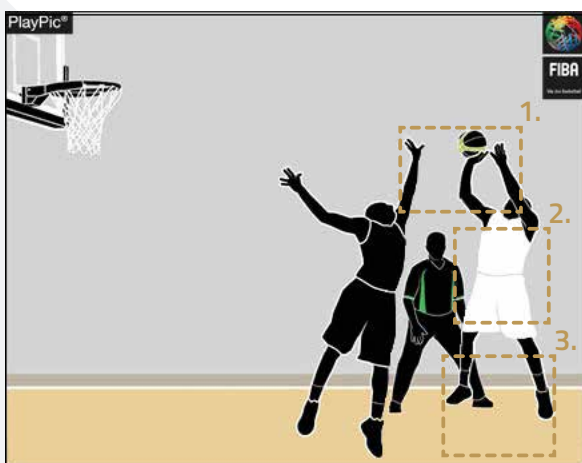


Diagram 3:
The 1-2-3 technique covering act of shooting situations.

2.12 THROW-IN ADMINISTRATION (GENERAL & FRONT COURT ENDLINE)

Target: To identify the standard phases and correct administration procedure for all throw-in situations.

The throw-in administration should be an automatic (muscle memory) procedure. If done every time and with the proper technique, the referee will always be ready physically and mentally to cover the various types of play situations than can occur with a throw-in action.

Check list for the general throw-in procedure as an administrating referee:

1. Always designate the throw-in spot
2. Use preventative officiating eg. "on the spot", "stay" or "don't move"
3. Check the clocks
4. Take and maintain distance from the play
5. Put the whistle in your mouth while holding ball
6. Bounce the ball to the player
7. Start the visual count
8. Observe the throw-in and action surrounding.
9. Use the start clock signal.

Note: When a throw-in is taken on the end line in the frontcourt, the active referee will blow the whistle before placing the ball at the player's disposal for the throw-in.

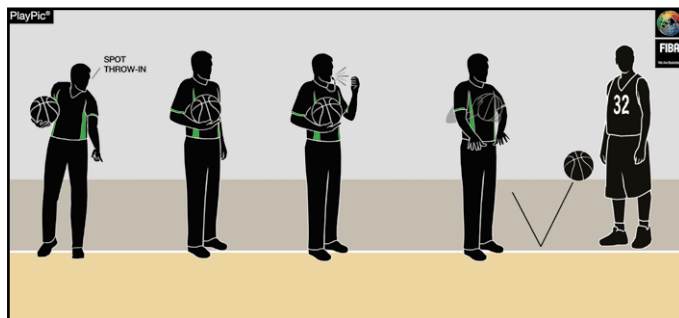


Diagram 4:
The different phases of the correct throw-in procedure for the administering referee.

2.13 FAKE A FOUL

Target: To know what is a fake and how to manage the situation when it occurs.

Faking is behaviour that does not fit within the spirit of sportsmanship and fair play and for this reason, it is the referees who need to identify the action early and to clean it up early.

Faking is where a player pretends he has been fouled or makes theatrical exaggerated movements to create an opinion of being fouled and therefore gaining an unfair advantage. Note: A flop is a special type of the defender's action (charge/block) but it is still a fake. A fake without any contact with an opponent is considered to be excessive fake.

It is important for referees to know the game of basketball and the technical movements and tactics of the players to assist them in officiating faking, especially where players maximise the impact of marginal contact.

When a player is faking during the play the referees shall give a warning to the player and to the head coach. This serves as a warning for that team. Each team is entitled to one warning. Any repetition of faking by the same team is a technical foul.

An excessive fake results in a direct technical foul (no warning required).

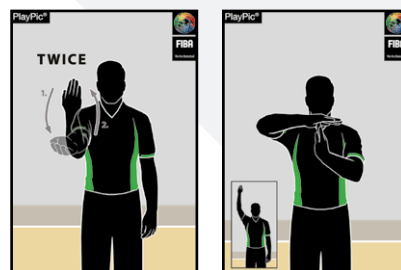
1. Protocol for the standard fake warning during the play:

- a. A fake action by the player during the play (no stoppage)
- b. Show the "raise-the-lower arm" signal to indicate the "fake action"
- c. Verbal support – for example "white 8 fake"

2. Protocol for the warning

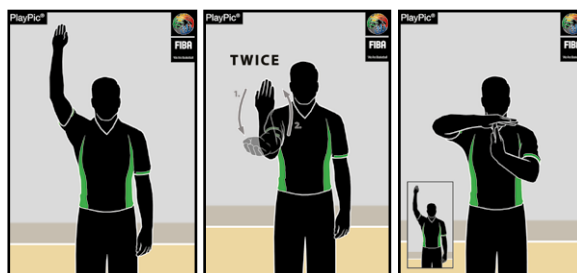
(next stop clock period-game interruption):

- a. Communicate the warning to the affected player and the coach plus the co-referee(s)
- b. Show the "Raise-the-lower arm" signal and demonstrate the "Technical Foul" signal supported verbally



3. On repetitive fake action or on excessive fake resulting in a technical foul, whistle with:

- a. Stop the clock signal
- b. "Raise-the-lower-arm" signal
- c. Followed by the "Technical Foul" signal



Some signs of faking:

- Faker is looking for contact first (he needs a contact to make the fake)
- Head goes back (head fake) when contact does not occur on the head
- Making theatrical, exaggerated movements
- Jumping off spot and landing spot are close to each other
- Feet go up in the air when falling and hands are prepared for the fall

Not all the movements are fakes:

- If a dribbler extends his arm to create space – it is still an offensive foul in principle.
- If a player steps on another players foot and loses his balance – this is not a fake in principle.

It is important to see the entire play, not only the reaction of the player. Illegal contact is still to be called as a foul, marginal contacts are still part of the game and legal. If there is a foul on the play, there cannot be a fake on the same play (no foul and warning on the same play). Foul = No warning. No foul = Warning.

2.14 CONTROL OF THE GAME AND SHOT CLOCK

Target:

- **Identify the correct techniques of how to control the game & shot clock.**
- **Identify the most common play situation where a possible error might occur.**
- **Identify the correct procedure and methods of how to re-set the game or shot clock.**

The control of the game & shot clock by referees has become a standard routine nowadays. Five years ago it was practically inexistent or at the least very rare. It has been previously questioned as to how a referee is able to control the clocks almost all the time and still focus fully on play situations. The secret is in the correct technique and appropriate timing. This combined with thousands of repetitive actions (practise) will ensure it becomes automatic skill (developed and maintained in your muscle memory). The basic element being that game clock will be controlled every time there is new team control.

Note: These techniques work when timing displays are visible to the referees.

Phase 1 Learn to control game clock	
Game clock – when it should be started	Starting the game clock when: <ul style="list-style-type: none"> A. During a jump ball, the ball is legally tapped by a jumper. B. After an unsuccessful last or only free throw and the ball continues to be live, the ball touches or is touched by a player on the playing court. C. During a throw-in, the ball touches or is legally touched by a player on the playing court.
Game clock – when it should be stopped	Stopping the game clock when: <ul style="list-style-type: none"> A. Time expires at the end of playing time for a quarter, if not stopped automatically by the game clock itself. B. A referee blows his whistle while the ball is live. C. A field goal is scored against a team which has requested a time-out. D. A field goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime. E. The shot clock signal sounds while a team is in control of the ball.
Phase 2 Learn to control game clock whenever there is a new team possession	
Team establishes a new team control possession (new shot clock period)	Pick up the game clock: <ul style="list-style-type: none"> A. Pick up the last two digits of the game clock. B. Example: 6:26 -> pick up the 26. C. Whenever you have to correct the shot clock, you know the game clock time and when the shot clock period started. D. Example: 6:26 - new team possession -> ball goes out of bounds and shot clock is re-set by mistake. When the game clock shows 6:10 the Referee can determine the shot clock with some basic mathematics: $26 - 10 = 16$ (therefore 16 seconds has elapsed). The new correct shot clock time is 8 seconds.
Most common situations when errors occur with timing.	<ul style="list-style-type: none"> A. Jump ball - legally tap (start game clock) and first possession (shot clock) B. Out of bound play (stop game clock) C. Throw-in (start game clock) D. Rebound play - new possession (shot clock) E. Saving ball from out of bounds play (if new control or not – shot clock) F. "Loose ball" but not a change of team control (re-set clock by mistake)



Phase 3

Learn to control game and shot clock in the end of quarter

New team control and 24.0 / 14.0 seconds or less on the game clock.

When you have 24.0 / 14.0*) seconds or less on the game and there is a new team control

1. One of the referees indicates this by showing one finger.
2. The other referee(s) will copy the signal (mirroring).
3. This means: it is possible that the quarter will end during this team's control.
4. All referees should get ready to pay close attention to the game clock in order to determine in a last moment shot situation whether the shot has been taken in time – A valid basket or not (cancelled basket).



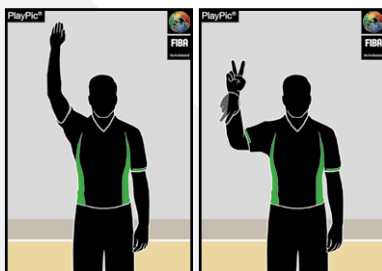
* in case of offensive rebound or throw-in from front court according to OBR article 29.2.1

Procedure when signal sounds / LED lights appear for the end of the quarter.

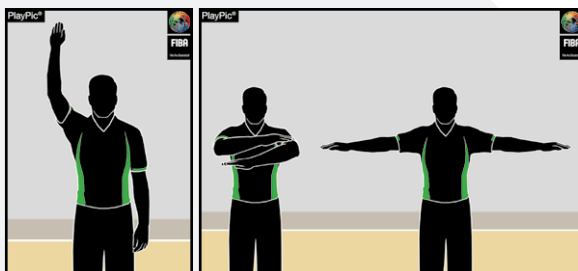
1. Referee blows the whistle immediately and raises his hand.

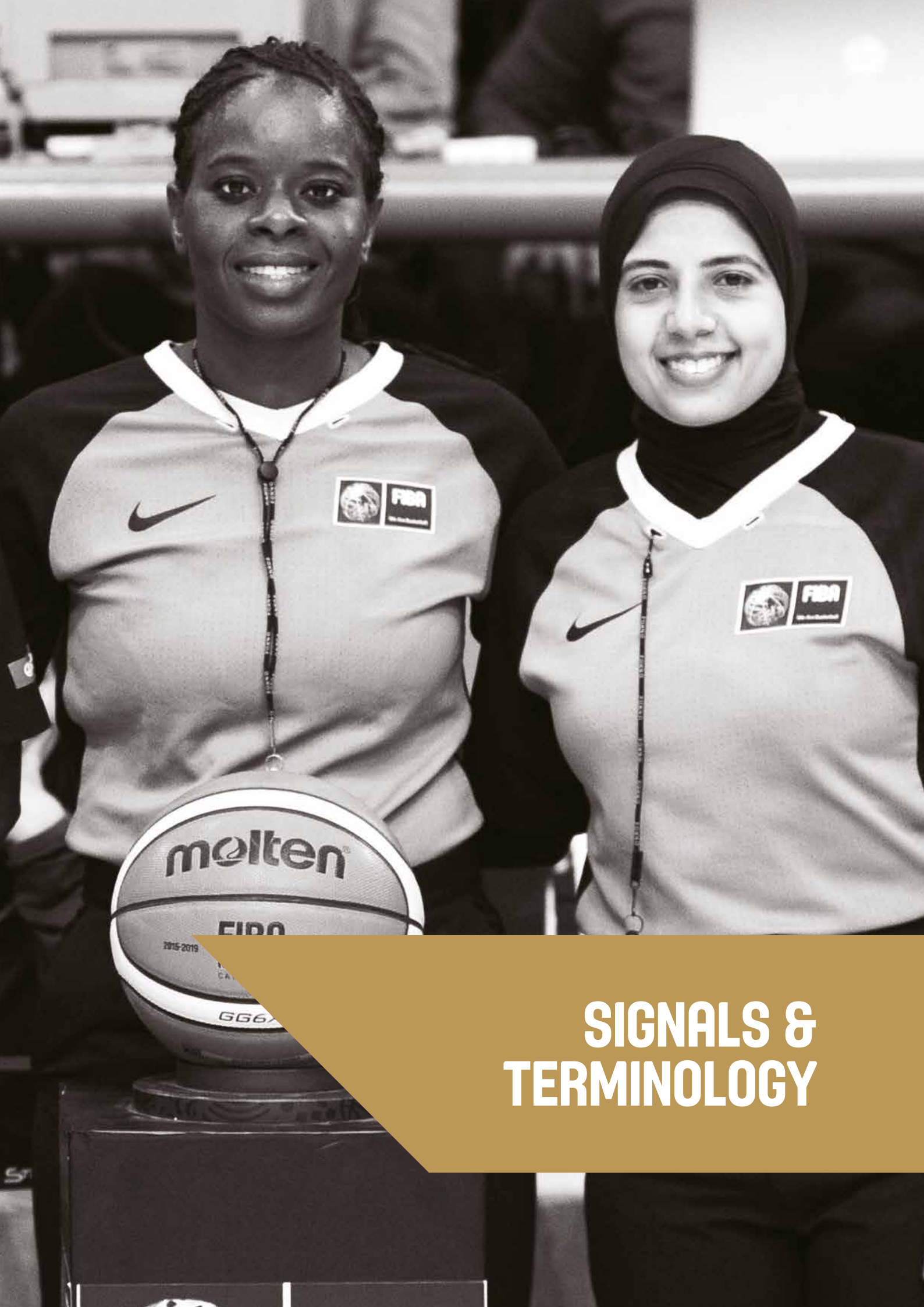


2. If the basket is valid (ball is released before the signal sounds / LED lights appear), the referee keeps the hand up and when ball goes into the basket shows the basket count signal (2/3 points).



3. If the basket is to be cancelled (ball is still in the hand of the shooter when the signal sounds / LED lights appear), the referee indicates immediately the "cancel basket" signal.





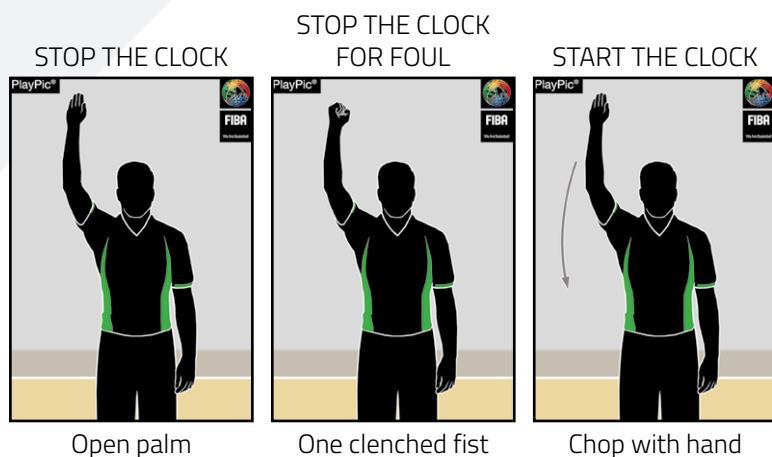
SIGNALS & TERMINOLOGY

CHAPTER 3

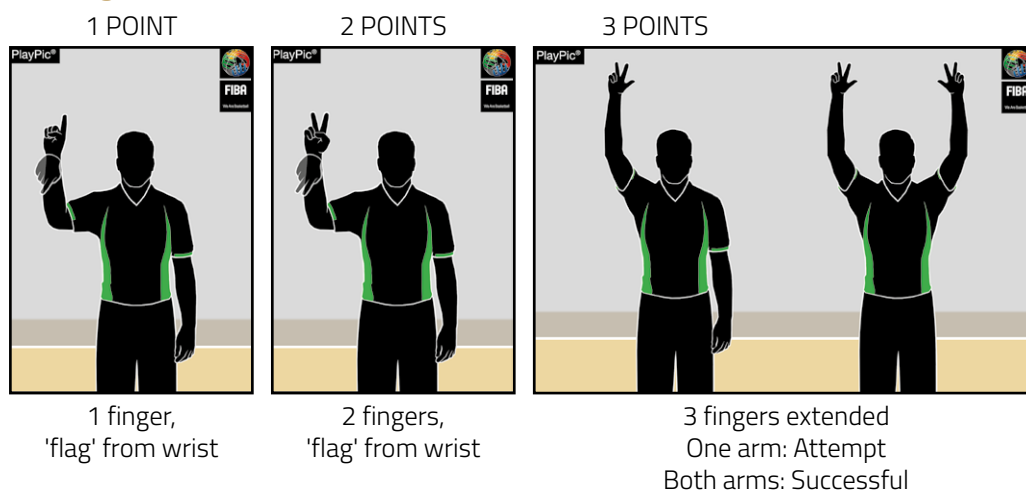
3. SIGNALS & TERMINOLOGY

3.1 OFFICIAL REFEREES' SIGNALS

Game clock signals



Scoring



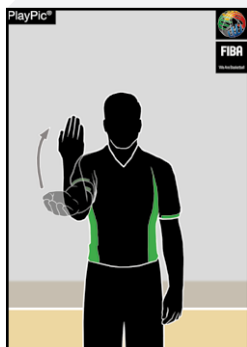
Substitution and Time-out

SUBSTITUTION



Cross forearms

BECKONING-IN



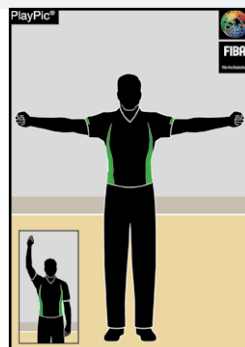
Open palm, wave towards the body

CHARGED TIME-OUT



Form T, show index finger

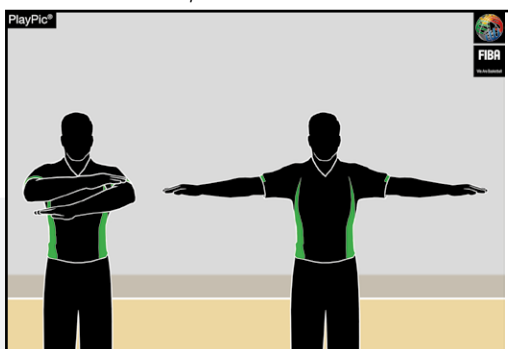
MEDIA TIME-OUT



Open arms with clenched fists

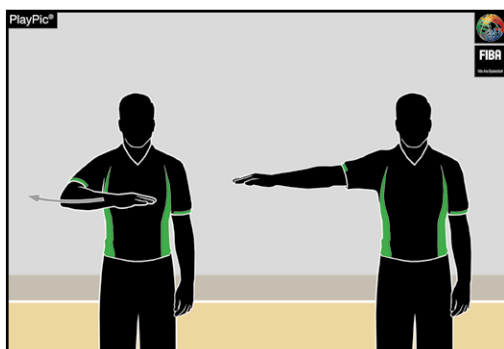
Informative

CANCEL SCORE, CANCEL PLAY



Scissor-like action with arms, once across chest

VISIBLE COUNT



Counting while moving the palm

COMMUNICATION



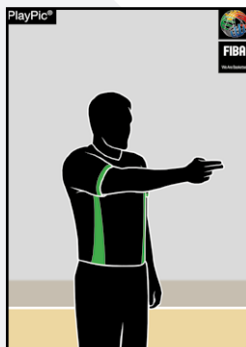
Thumb up

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

Violations

TRAVELLING



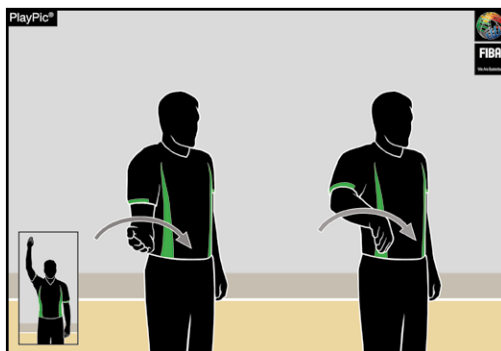
Rotate fists

ILLEGAL DRIBBLE: DOUBLE DRIBBLING



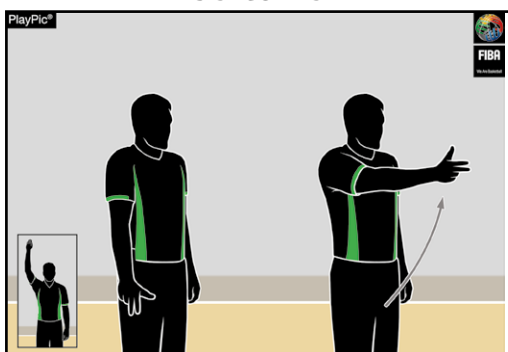
Patting motion with palm

ILLEGAL DRIBBLE: CARRYING THE BALL



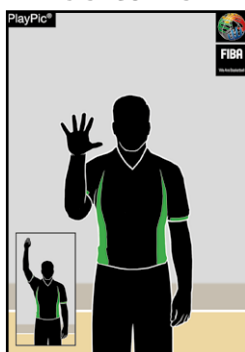
Half rotation with palm

3 SECONDS



Arm extended, show 3 fingers

5 SECONDS



Show 5 fingers

8 SECONDS



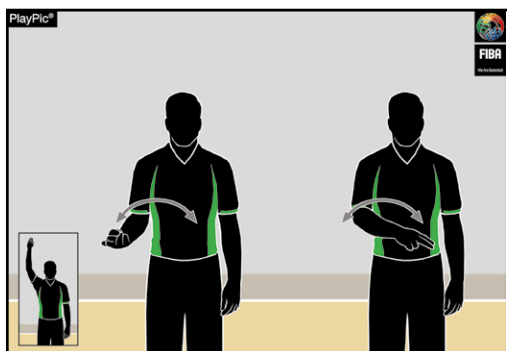
Show 8 fingers

24 SECONDS



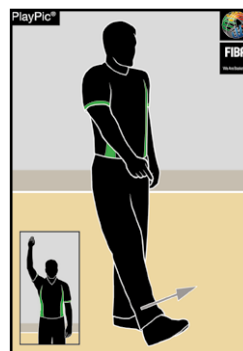
Fingers touch shoulder

BALL RETURNED TO BACKCOURT



Wave arm front of body

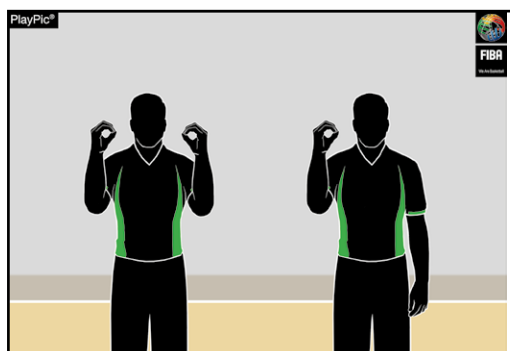
DELIBERATE KICK OR BLOCK OF THE BALL



Point to the foot

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



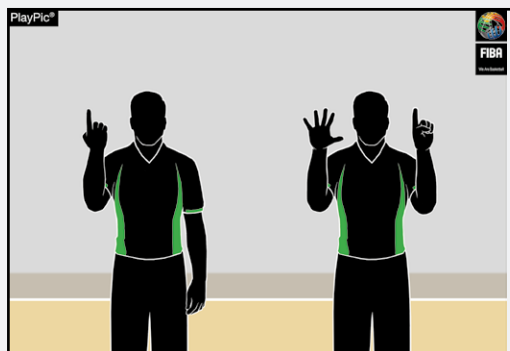
Right hand shows
number 5, left hand
shows number 1
to 5

No. 11 - 15



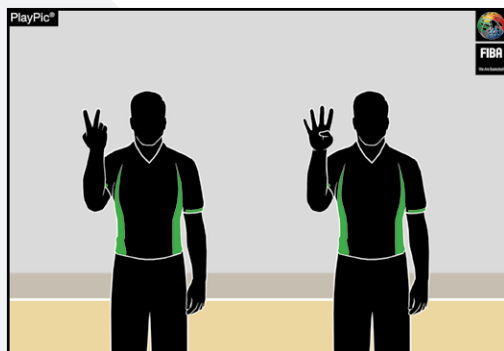
Right hand shows
clenched fist,
left hand shows
number 1 to 5

No. 16



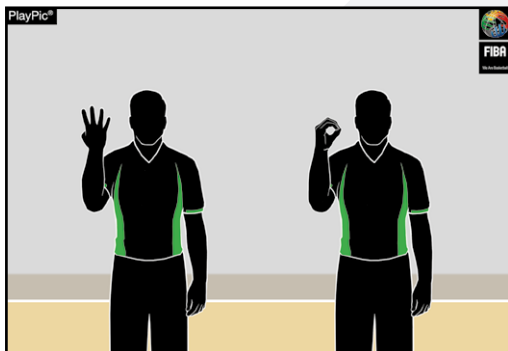
First reverse hand shows number 1 for the
decade digit - then open hands show
number 6 for the units digit

No. 24



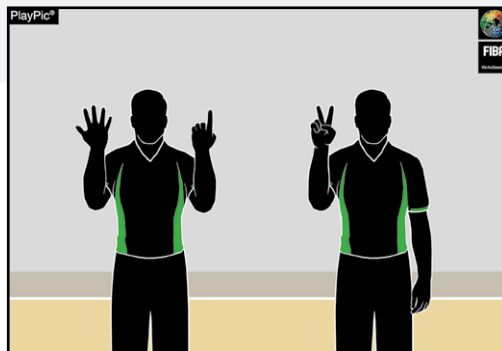
First reverse hand shows number 2 for the
decade digit - then open hand shows
number 4 for the units digit

No. 40



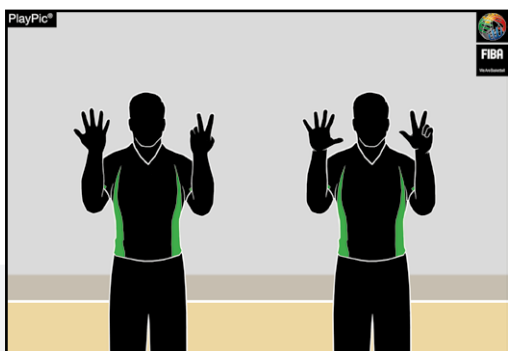
First reverse hand shows number 4 for the decade digit - then open hand shows number 0 for the units digit

No. 62



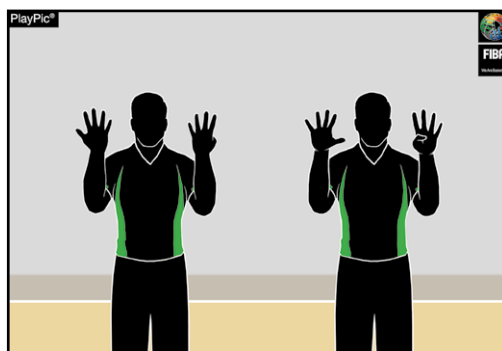
First reverse hands show number 6 for the decade digit - then open hand shows number 2 for the units digit

No. 78



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

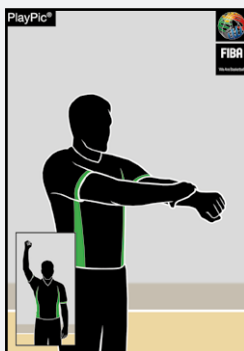
No. 99



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

Type of Fouls

HOLDING



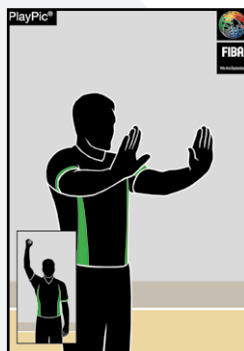
Grasp wrist downward

BLOCKING (DEFENSE), ILLEGAL SCREEN (OFFENSE)



Both hands on hips

PUSHING OR CHARGING WITHOUT THE BALL



Imitate push

HANDCHECKING



Grab palm and forward motion

ILLEGAL USE OF HANDS



Strike wrist

CHARGING WITH THE BALL



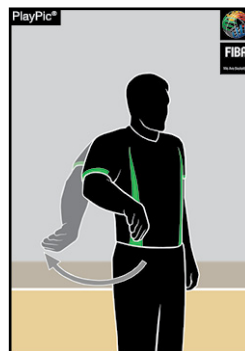
Clenched fist strike open palm

ILLEGAL CONTACT TO THE HAND



Strike the palm towards the other forearm

HOOKING



Move lower arm backwards

EXCESSIVE SWINGING OF ELBOW



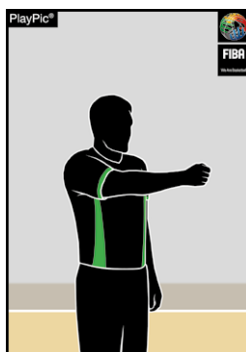
Swing elbow backwards

HIT TO THE HEAD



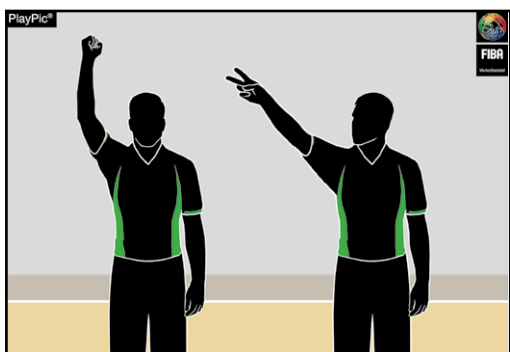
Imitate the contact to the head

FOUL BY TEAM IN CONTROL OF THE BALL



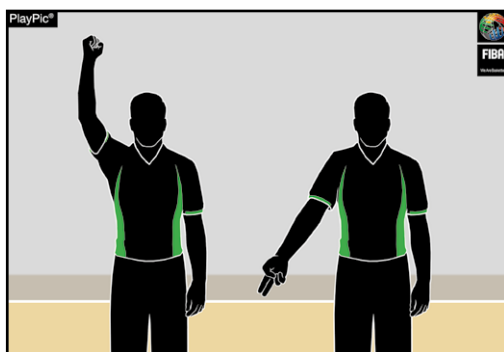
Point clenched fist towards basket of offending team

FOUL ON THE ACT OF SHOOTING



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

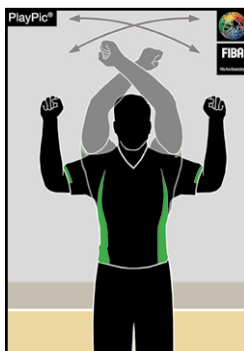
FOUL NOT ON THE ACT OF SHOOTING



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

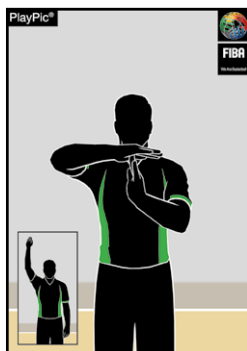
Special Fouls

DOUBLE FOUL



Wave clenched fists on both hands

TECHNICAL FOUL



Form T, showing palms

UNSPORTS-
MANLIKE FOUL



Grasp wrist upward

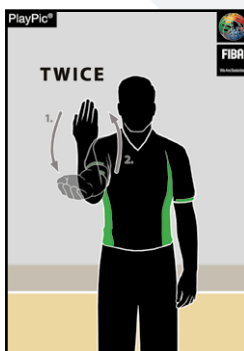
DISQUALIFYING
FOUL



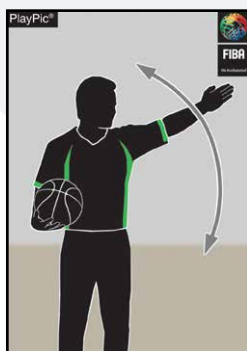
Clenched fists on both hands

ILLEGAL
BOUNDARY LINE
CROSSING ON A
THROW-IN

FAKE A FOUL

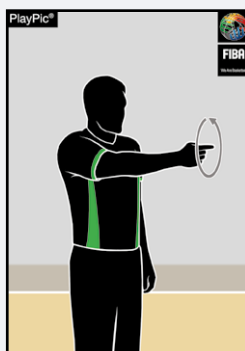


Raise the lower arm twice



Wave arm parallel to boundary line (in last 2 minutes of the fourth quarter and overtime)

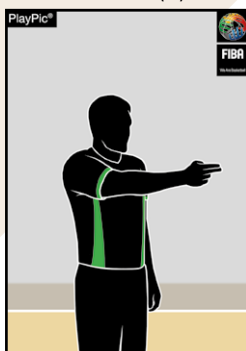
IRS REVIEW



Rotate hand with horizontal extended index finger

Foul Penalty Administration – Reporting to Table

AFTER FOUL
WITHOUT FREE
THROW(S)



Point in direction of
play, arm parallel to
sidelines

AFTER FOUL BY
TEAM IN CONTROL
OF THE BALL



Clenched fist in
direction of play,
arm parallel to
sidelines

1 FREE THROW



Hold up 1 finger

2 FREE THROWS



Hold up 2 fingers

3 FREE THROWS



Hold up 3 fingers

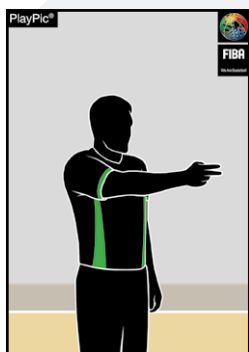
Administrating Free Throws – Active Referee (Lead)

1 FREE THROW



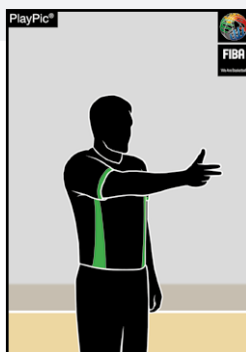
1 finger horizontal

2 FREE THROWS



2 fingers horizontal

3 FREE THROWS



3 fingers horizontal

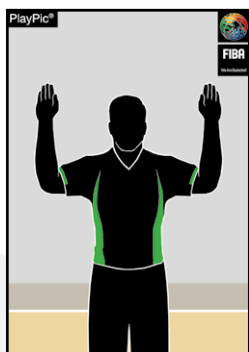
Administrating Free Throws – Passive Referee (Trail in 2PO & Centre in 3PO)

1 FREE THROW



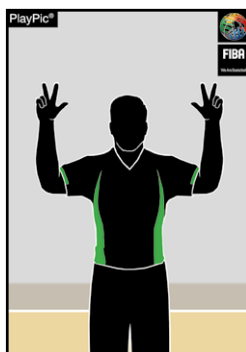
Index finger

2 FREE THROWS



Fingers together on both hands

3 FREE THROWS



3 fingers extended on both hands

3.2 BASIC BASKETBALL OFFICIATING TERMINOLOGY

TERM	ABBR	EXPLANATION
45° (Forty five degrees)	45°	This refers to the preferred angle of the referees' stance, especially in Lead and Trail positions and in some cases by Centre as well. Referees in L and T position will normally face the basket and maintain a 45° angle in order to keep in the field of vision as many players as possible. The Centre referee's basic stance is generally flat with his/her back to the sideline, but Centre will normally adjust position to approximately 45° during weak side drives.
Act of Shooting	AOS	<p>The act of shooting on a shot:</p> <ul style="list-style-type: none"> ■ Begins when the player starts, in the judgement of a referee, to move the ball upwards towards the opponents' basket. ■ Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor. <p>The act of shooting in a continuous movement on drives to the basket or other moving shots:</p> <ul style="list-style-type: none"> ■ Begins when the ball has come to rest in the player's hand(s), upon completion of a dribble or a catch in the air and the player starts, in the judgment of the referee, the shooting motion preceding the release of the ball for a field goal. ■ Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.
Action Area	AA	Action Area may involve players with or without the ball. Knowledge on various play situations (pick & roll, screening, post-ups, rebounding) will help referees identify Action Areas in their primary, or when extending or expanding coverage.
Active Mindset	AMI	Refereeing is nothing but being ready. Good referees are constantly analysing the movements and actions of the players in order to be in position to see something illegal. Look for reasons to call (illegal).
Active Referee	AR	The referee who hands the ball to a free throw shooter or player for a throw-in, or to administer the jump ball to start the game.
Alternating Possession	AP	Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball.
Alternating Possession Arrow	APA	The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket. The direction of the alternating possession arrow will be reversed immediately when the alternating possession throw-in ends.

TERM	ABBR	EXPLANATION
Angle(s)	n/a	Working the angles; that is attempting to maintain a line of vision where the referee can see between players in order to keep vision on the areas of greatest potential contact.
Anticipate (call)	AC	Describes the situation when a referee anticipates that a certain event will occur and blows the whistle before actually seeing and reflecting on the event. Usually, this refers to the case when the referee makes a mistake because what they anticipated did not, in actuality, occur.
Anticipate (play)	APL	Describes the situation when a referee is able to read the play and anticipate the next moves to come and is able to adjust position/ angle properly in advance of covering the upcoming play.
Assistant Scorer	ASC	The assistant scorer shall operate the scoreboard and assist the scorer. In the case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.
At the Disposal (Ball)	BATD	When a referee hands the ball to a player making a throw-in or shooting a free throw or the referee is placing the ball at the disposal of the player.
Authorised Signals	N/A	Authorised Signals: Those signals made by the referee for official communication to players or the bench as outlined by the FIBA Basketball Rules:
Backboard	BB	The wood or glass rectangle on which the ring is suspended. The official size is 1.8m wide and 1.05m high. The ring is centred on the "board" 15cm from the base on the board.
Backcourt	BC	A team's backcourt consists of its team's own basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind their own basket, the sidelines and the centre line.
Backcourt Violation	BCV	Where an offensive player with the ball in their frontcourt causes the ball to go into the backcourt where it is first touched by them or a teammate. Also called an "over and back" violation.
Ball Side	BS	This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the "ball-side".

TERM	ABBR	EXPLANATION
Basket Interference	BI	<p>Basket interference occurs when:</p> <ul style="list-style-type: none"> ■ After a shot for a field goal or the last or only free throw a player touches the basket or the backboard while the ball is in contact with the ring. ■ After a free throw followed by an additional free throw(s), a player touches the ball, the basket or the backboard while there is still a possibility that the ball will enter the basket. ■ A player reaches through the basket from below and touches the ball. ■ A defensive player touches the ball or the basket while the ball is within the basket, thus preventing the ball from passing through the basket. ■ A player causes the basket to vibrate or grasps the basket in such a way that, in the judgement of a referee, the ball has been prevented from entering the basket or has been caused to enter the basket. ■ A player grasps the basket to play the ball.
Bench Control	n/a	Referees ensuring that the players and coaches sitting on the bench do not violate the rules of sportsmanship.
Blocking	BL	Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.
Bonus	N/A	When two free throws are granted to a player when he/she has been fouled and their opponent's team has reached the limit of four team fouls in a quarter.
Boundary Lines	N/A	The playing court shall be limited by the boundary lines, consisting of the endlines and the sidelines. These lines are not part of the playing court.
Buzzer	N/A	Signal from the scorer's table used to indicate substitutions, time outs, disqualifications and end of quarters, or may be used by table officials to summon a referee to confer in the case of a misunderstood ruling.
Cancel the Score (basket)	N/A	A referee signals that a basket which has been made is to be discounted i.e. when a player charges when shooting with contact occurring before the ball leaves the shooters hands – the referee cancels the score indicating to the scorer's table that the basket does not count.
Captain	CAP	The captain (CAP) is a player designated by team's head coach to represent the team on the playing court. The captain may communicate in a courteous manner with the referees during the game to obtain information, however, only when the ball becomes dead and the game clock is stopped.

TERM	ABBR	EXPLANATION
Centre (Referee)	C	The Centre referee (3PO) is the official who is positioned on the opposite side of the frontcourt from the Lead (usually opposite side of the ball) at the free-throw line extended (set-up position). Depending on the location of the ball, Centre may be on either side of the frontcourt.
Centre Line	N/A	The line designating the halfway mark of the court.
Charge (Charging)	CH	Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso.
Close Down	CD	The position of the Lead where he should move before actual rotation starts.
Closed Angle	CA	A stacked or straight-lined view of the action area in a referee's primary / secondary coverage area.
Commissioner	COM	The commissioner shall sit between the scorer and the timer. Commissioners primary duty during the game is to supervise the work of the table officials and to assist the crew chief and umpire(s) in the smooth functioning of the game.
Consistency	n/a	A referee who interprets play situations and criteria exactly the same way throughout is said to be consistent.
Contact Foul	n/a	A personal foul resulting from a player illegally touching another player and putting him at a disadvantage.
Control of the Ball	COB	A team is said to be in control of the ball when a player of that team first has the ball in their possession inbounds or when the ball is placed at their disposal for a throw-in. It extends until the time a shot is taken, a whistle blows, or a player from the opposition side gains control. A player is in control of the ball when they are holding a live ball in their hands or dribbling it, or when the ball is at their disposal for a throw-in or a free throw.
Correctable Errors	CE	Referees may correct an error if a rule is inadvertently disregarded in the following situations only: <ul style="list-style-type: none"> ■ Awarding an unmerited free throw(s). ■ Failure to award a merited free throw(s). ■ Erroneous awarding or cancelling of a point(s). ■ Permitting the wrong player to attempt a free throw(s).
Coverage	CG	The vision on the game of the two/three referees; good coverage means that the referees between them have all players in sight both on and off the ball.

TERM	ABBR	EXPLANATION
Crew Chief	CC	<p>The Crew Chief (CC) is generally the more senior and/or experienced of the two/three referees. The crew chief's duties are the same as the umpire(s) except that the crew chief:</p> <ol style="list-style-type: none"> 1. Initiates the start of the game and of each quarter. 2. Inspects and approves all equipment to be used in the game 3. Has the power to make the final decision on any point not specifically covered in the rules.
Cross Step	CS	When play starts to progress in one direction and designated referee takes steps in the opposite direction. This adjustment can be done in all positions as Lead, Trail & Centre.
Cylinder (Principle)	CP	The imaginary vertical extension of a player. Players are entitled to occupy a spot on the floor and also the cylinder above them (i.e. they can jump straight up without giving up position).
Dead Ball	DB	<p>The ball becomes dead when:</p> <ol style="list-style-type: none"> 1. Any field goal or free throw is made. 2. A referee blows the whistle while the ball is live. 3. It is apparent that the ball will not enter the basket on a free throw which is to be followed by: <ol style="list-style-type: none"> 3.1. Another free throw(s). 3.2. A further penalty (free throw(s) and/or possession). 4. The game clock signal sounds for the end of the quarter. 5. The shot clock signal sounds while a team is in control of the ball.
Dead Ball Officiating	DBO	Refers to any actions that take place after the referee makes the call and the ball becomes live again. Dead-ball officiating is primarily proactive and requires that the (two) other passive referee(s) become active during the dead ball period.
Disqualification	DQ	A disqualifying foul is any flagrant unsportsmanlike action by a player or team bench personnel.
Double Dribble	DD	An illegal dribble when a player discontinues the dribble action by allowing the ball to touch both hands on a dribble or allowing the ball to come to rest in one hand and then proceeds to dribble again.
Double Foul	DOF	<p>A double foul is a situation in which 2 opponents commit personal or unsportsmanlike/disqualifying fouls on each other at approximately the same time.</p> <p>To consider 2 fouls as a double foul the following conditions must apply:</p> <ul style="list-style-type: none"> ■ Both fouls are player fouls. ■ Both fouls involve physical contact. ■ Both fouls are between the same 2 opponents fouling each other. ■ Both fouls are either 2 personal or any combination of unsportsmanlike and disqualifying fouls.

TERM	ABBR	EXPLANATION
Double Whistle	DW	When two referees simultaneously blow their whistles.
Dribble	DR	A dribble 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.
Dual Coverage	DUCE	Area of responsibility and actions that two referees have overlapping primary responsibilities on the same area or play.
Edge of the Play	EPL	In Lead position it is crucial to adjust your positioning with the ball and to be in line with outside players in order to maintain the players in the field of vision and open look. When on the edge of the play, a referee is normally able to see more players and anticipate better next play situations to come. This position is linked with the term "45° angle".
Eight (8) Seconds Violation	8S	When a team gains new possession of the ball in their backcourt it has eight seconds to advance the ball over the centre line.
Ejection	n/a	When a referee orders a player off the court for a disqualifying foul or for a second technical or unsportsmanlike foul on the same player.
Elbowing	ELW	Any hit or contact made with the elbow that imply a foul. Also - An action of excessive swinging of elbows by and offensive player with the ball (without contact).
End Of the Game	EOG	End of the Game
End Of the Quarter	EOQ	End of the Quarter
Endline (Baseline)	N/A	The boundary lines marking both ends of the playing area. The line itself is considered to be out-of-bounds. In US basketball, they use the "baseline" term
Extended Coverage	EXCE	At the highest level of officiating, a referee has to be able to extend coverage on two different play situations at the same time
Fake (Basketball)	N/A	Normally an offensive manoeuvre when an offensive player fakes motion in one direction to draw a defensive player that way and then attempts to move past the defence in the other direction.
Fake (Refereeing)	FK	Fake (Refereeing) is any action where a player pretends being fouled or makes theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an unfair advantage. Examples of faking are: falling backwards, falling down, moving the head backwards, etc. simulating contact by an opponent without actually being touched, or being contacted only in a marginal way (see "Flop").
Fantasy Call (Phantom Call)	FAC	Describes the situation when a referee makes a call for foul and actually there was not even contact on the play (problem with self-discipline / "I don't see, I don't call"). This is different than Marginal Contact that is incorrectly called as a foul (problem with criteria).

TERM	ABBR	EXPLANATION
Fast Break	FB	A quick change of the direction of the ball as the defensive team gains possession of the ball through a steal, rebound, violation or made shot and quickly attacks to the other end of the court hoping to gain numerical or positional advantage over the other team and a resultant high percentage shot.
Feel for the Game	n/a	The referee's ability to be sense what's going on the court: are tempers getting high; is the pace fast; is there too much contact occurring, etc.? A referee with a good feel for the game is in the best position to maintain game control.
Fighting	FGT	Fighting is physical interaction between 2 or more opponents (players and/or team bench personnel).
Five (5) Fouls	5F	A player who has committed 5 fouls shall be informed by a referee and must leave the game immediately and must be substituted within 30 seconds.
Five (5) Seconds Violation	5S	Once a player has the ball at disposal for a throw-in or a free throw, he/she has five seconds to release the ball. Also when a closely guarded player is in control of the ball, he/she has five seconds to pass, shoot or dribble - not to do so is a violation. A closely guarded player who is dribbling is not subject to a five second count.
Flagrant Foul	FF	May be a personal or technical foul. It is always unsportsmanlike and may or may not be intentional. If personal, it involves violent or savage contact, such as striking with the fist or elbow, kicking, kneeing, or running under a player who is in the air, or crouching or hiping in a manner which might cause severe injury to an opponent. If it is a non-contact foul, it involves extreme and sometimes persistent vulgar and/or abusive conduct.
Flop (Refereeing)	FL	Any fake, pretend, or exaggerated action by a player with/without the ball - e.g. falling backwards, falling down, throwing the head, etc. - simulating contact by an opponent in an unnatural manner without actually being touched, or being contacted in only a marginal way.
Foot (Kick) Violation	FVI	A player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist. However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation. (Deliberate Foot Ball)
Foul	N/A	A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.
Foul Lane	n/a	The restricted area at both ends of the court circumscribed by the foul line, foul lanes and baselines. Also called the "key" or "paint".
Foul not in Act of shooting	FNAOS	When a player is illegally contacted by the defence and foul is called, but not AOS (also term "Foul on floor").
Fouled in Act of Shooting (AOS)	FAOS	When a player is illegally contacted by the defence when attempting a shot or during the contious motion.

TERM	ABBR	EXPLANATION
Free Throw Line Extended	FTEX	This imaginary line represents the extension of the free throw line across the width of the court. Most coaches use it to establish defensive coaching guidelines. When the ball is above the free throw line extended a certain guideline applies. When the ball is below it another guideline applies. It is also used as a reference for offensive player alignment. FTEX is also a set-up (basic) position for the Centre on the court.
Free Throw(s)	FT	A free throw is an opportunity given to a player to score 1 point, uncontested, from a position behind the free-throw line and inside the semi-circle.
Freedom of Movement	FOM	A cardinal term also in the rules denoting the ability of a player to move from one spot on the court to another without being unduly hindered. If contact caused by a player in any way restricts the freedom of movement of an opponent, such a contact is a foul.
Freeze	n/a	In the case of simultaneous whistles, the referee who feels he/she is in the least advantageous position to make the call (usually the referee furthest away from the incident) should remain stationary momentarily (freeze) in order to let his/her partner move toward the incident and begin administering the situation.
Frontcourt	FC	A team's frontcourt consists of the opponents' basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind the opponents' basket, the sidelines and the inner edge of the centre line nearest to the opponents' basket.
Game Control	GC	A referee is said to be in control of a game when the game is operating smoothly under the rules as intended and, as well as, the rules of sportsmanship being rigidly but fairly enforced. This is different than Game Management.
Game Flow	GF	The speed or tempo at which the game is being played. This is determined by the two contesting teams and the referees should attempt as much as possible not to interrupt this flow.
Game Saver	GS	An important and correct decision made by a referee irrespective to his/her position or area of responsibility at the end of a game that is crucial to protecting the game's integrity (literally "saves the game"), and if otherwise not made, could create a situation whereby the team that deserves to win the game, may not.
Giving Help	GH	Referee who offers assistance outside his/her primary and makes a correct call after allowing his/her partner to make the call in his/her primary.
Goal (field goal)	FG	A goal is made when a live ball enters the basket from above and remains within or passes through the basket. The ball is considered to be within the basket when the slightest part of the ball is within and below the level of the ring.

TERM	ABBR	EXPLANATION
Goaltending	GT	Goaltending occurs during a shot for a field goal when a player touches the ball while it is completely above the level of the ring and: <ul style="list-style-type: none"> It is on its downward flight to the basket, or After it has touched the backboard.
Hand Checking	HC	Hand Checking / Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position and his/her hand(s) or arm(s) is placed upon and remains in contact with an opponent with or without the ball, to impede opponent's progress.
Held Ball	HB	A held ball occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control without undue roughness.
Help Side	HSB	The half of the front court opposite to where the ball is located (taken from an imaginary line extending from the ring, through the top of the key to the centre jump circle).
Holding	HOL	Holding is illegal personal contact with an opponent that interferes with opponent's freedom of movement. This contact (holding) can occur with any part of the body.
Hooking	HOK	When an offensive player "hooks" or wraps an arm or an elbow around a defensive player in order to prevent the defender from playing legal defence.
Illegal Dribble	IDR	A violation made by the dribbler either carrying the ball or making a double dribble.
Illegal Use of Hands	IUH	Illegally using the hands to impede the progress of an opposition player. Normally this foul is made on a dribbler and entails the defence hacking the arms of the dribbler in an attempt to bat the ball away.
Image of the Referee	IOR	How the referee is perceived by others. For example, if the referee is sloppy looking, the image they create may bias players and coaches to expect they will referee sloppily. A top referee's image is "Strong, Decisive & Approachable".
Individual Officiating Techniques	IOT	The technical aspects of individual refereeing how to referee the play using proper techniques such as Distance & Stationary, Refereeing the Defence, Active Mindset, "Staying with the play", Adjustment to maintain Open Angle, etc.
Infraction	N/A	Literally any infraction is a contravention of the rules. e.g. fouls (technical and contact) and violations. However, normally infractions refer to just violations (i.e. three seconds, travelling etc.).
Inside-Out (Angle)	IN-O	This generally refers to the Lead referee who may not be on the edge of the play and instead is looking from the Inside-Out, instead of refereeing at a 45 degree angle with as many players as possible within the field of vision.

TERM	ABBR	EXPLANATION
Instant Replay System	IRS	Refers to a video replay system what is possible to use in designated play situations. The IRS review will be conducted by the referees. If the call and the decision of the referees is subject to the IRS review, that initial decision must be shown by the referees on the playing court. Following the IRS review the initial decision of the referee(s) can be corrected only if the IRS review provides the referees with clear and conclusive visual evidence for the correction.
Interpretation of the Rules	N/A	Good refereeing requires that a referee does not apply the rules literally (i.e. contact is not allowed), but rather, judges each situation in regards to its effect on the play, i.e. interpreting the rules by their spirit and intention.
Interval (of Play)	IOP	There shall be an interval of play of 20 minutes before the game is scheduled to begin. There shall be intervals of play of 2 minutes between the first and second quarter (first half), between the third and fourth quarter (second half) and before each overtime. There shall be a half-time interval of play of 15 minutes. During an interval of play, all team members entitled to play are considered as players.
Jab (hand-checking)	JAB	To repeatedly touch or 'jab' an opponent with or without the ball is a foul, as it may lead to rough play.
Judgement	N/A	The ability of a referee to look at each situation as it arises and make a decision based on its effect or non-effect on play and to act accordingly.
Jump Ball (Situation)	JB	A jump ball occurs when a referee tosses the ball in the centre circle between any 2 opponents at the beginning of the first quarter. Can also refer to a "jump ball situation."
Last Shot	LS	Refers to the play when team has a new control of the ball and the game clock shows 24.0 seconds or less, meaning it is possible that the quarter will end with that team possession.
Last 2 minutes of the game	L2M	Refers to the last 2 minutes of the fourth quarter and overtime.
Lead (Referee)	L	The Lead (2PO/3PO) is the referee who leads the play up the court and whose responsibility includes coverage along the endline at the attacking end of the court.
Legal Guarding Position	LGP	A defensive player has established an initial legal guarding position when: <ul style="list-style-type: none"> player is facing his/her opponent, and player has both feet on the floor.
Line Up	n/a	During a foul shot players "line up" on either side of the foul lane.

TERM	ABBR	EXPLANATION
Live Ball	LB	The ball becomes live when: <ol style="list-style-type: none"> 1. During the jump ball, the ball leaves the hand(s) of the referee on the toss. 2. During a free throw, the ball is at the disposal of the free-throw shooter. 3. During a throw-in, the ball is at the disposal of the player taking the throw-in.
Loose Ball	LOB	When a live ball is not in possession of a player but is rolling or bouncing on the floor as players from both sides seek to gain control or as in a rebounding situation. Team control does not change until the opposition gains control, meaning for example, a shot clock violation can occur while the ball is loose.
Manufactured (Shot)	MS	Anytime that a player who is not in act of shooting when illegal contact occurs, but after the contact starts an AOS movement hoping to have free throws awarded.
Marginal Contact	MC	Although basketball is a non-contact sport it is virtually impossible for players to move around the court without contacting each other. If the contact is seen to affect the play, then a foul should be called. Other contact which has no effect on the play is deemed marginal and can be ignored.
Mechanics	MEC	The technical aspects of refereeing i.e. how referees move, coverage, signals, administration of free throws, jump ball situations, throw-ins, etc...
Media Time-Out(s)	MTO	The organising body of the competition may decide for itself whether media time-outs shall be applied and, if so, of what duration (e.g. 60, 75, 90 or 100 seconds).
No-Call	NC	Some of the best decisions a referee may make involve in refraining from blowing the whistle, when he/she judges a potential foul or violation does not contravene the spirit and intent of the rules.
Non-Active Referee	NAR	The referee who is not administering free throw or a throw-in, or to not tossing the ball during the jump ball in the start of the game.
Obvious Play	OP	Plays that are clearly visible to most of the participants in the game, including referees, coaches, players and spectators. Referees must be correct in these type of situations 100% of the time with no room for error.
Off the Ball	OFB	Concerns all aspects of play not directly involving the player with the ball and players closely adjacent to them.
Offensive End	N/A	The end of the court to which a team attacks and attempts to score a basket (their front court).
Official Basketball Rules Interpretations	OBRI	A document that FIBA publishes, which includes all official interpretations defined by FIBA.

TERM	ABBR	EXPLANATION
Open Angle	OA	Clear view of the action in a referee's primary / secondary coverage area. Never leave an open look.
Opposite Side	OPS	This refers to the side of the playing court which is furthest away from the scorer's table.
Out-of-Bounds	OOB	That area outside of the playing court – radiating out from and including the boundary lines of the court.
Outside-In (Angle)	O-IN	The preferred position of the Lead referee who is standing at a 45 degree angle and has as many players as possible within the field of vision.
Palming (the ball)	PLM	See: carrying the ball.
Pass	N/A	A method of moving the ball by throwing it from one offensive player to another.
Pass-Off	POFF	A situation where a player has started the AOS and a foul is called, but does not continue shooting motion and ends up passing to a teammate. This is considered a personal foul and not AOS foul.
Patience Whistle	PW	When referee is capable to process the entire play (start/middle/end) before making a call.
Peripheral Vision	PV	To see widely to either side while looking straight ahead.
Personal Foul	PF	A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead.
Phantom Call (Fantasy Call)	FAC	Describes the situation when a referee makes a call for foul and actually there was not even contact on the play (problem with self-discipline / "I don't see, I don't call"). This is different than Marginal Contact that is incorrectly called as a foul (problem with criteria).
Pick	SC	An offensive screen.
Pivot Foot	PF	When a player is in possession of the ball and is not dribbling he/she is allowed to rotate around one foot providing that this foot remains on the same spot on the floor – thus a pivot foot.
Player	N/A	During playing time, a team member is a player when he/she is on the playing court and is entitled to play.
Pre-Game Conference	PGC	Before the start of important contests it is necessary for the referees to meet together to familiarise themselves and talk about their working mechanics and preparations for the game.
Pre-Game Routines	N/A	The routine the referees go through prior to the actual commencement of the game. This includes checking the scoresheet, making sure the timer understands the timing regulations of that particular contest, etc.
Preventative Officiating	PRO	Refers to actions by referees who prevent problems from occurring by communicating with players and/or coaches. It can happen during live ball (post, perimeter play) as well as during dead ball.

TERM	ABBR	EXPLANATION
Primary (Coverage)	PCE	Area of responsibility and actions that referee has to be able to cover always.
Push-Off	PO	When an offensive player 'pushes off' to prevent the defensive player from playing or attempting to play the ball, or to create more space for himself.
Pushing	PU	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.
Quick Whistle	QW	When referee is not capable to process the entire play before making a call. Sometimes quick whistles lead to unnecessary calls.
Rebound	RB	On a missed shot, the resultant contest between the two teams to gain possession of the ball is known as rebounding (the ball rebounds off the ring or backboard). Thus, to get a rebound means to secure the ball after a missed shot.
Rectangle	RC	Refers to the frontcourt, which has been divided into 6 parts for the purpose of defining areas of responsibility.
Ref	N/A	Short for referee
Referee	REF	Generally, the term used for two/three referees working a game.
Referees	N/A	The referees shall be a crew chief and 1 or 2 umpire(s). They shall be assisted by the table officials and by a commissioner, if present.
Referee Instructor	RI	The referee instructor is a person who has good knowledge in teaching & learning, basketball and refereeing. FIBA has certified and trained Referee Instructors.
Refereeing Defence	RD	The priority when refereeing on ball is to focus the attention on the illegality of the defensive player while keeping the offensive player with the ball in your field of vision
Regular call	RC	Considered to be normal call by designated referee (no assistance)
Ring	N/A	The metal circumference of the basket or hoop the ball must pass through in order to record a score.
Rotation	ROT	This refers to a situation when the movement/location of the ball causes the Lead to initiate a change of position or "rotation" to the ball side in the frontcourt. The trigger for Lead to rotate is when ball moves to Centre side (weak side) and stay there. A change in position by Lead affects changes in position by Centre (to Trail) and Trail (to Centre).
Scan (the Paint)	SPA	When Lead rotates on the baseline, he needs to scan the paint for illegal off-ball activities or if no players, next action area.
Score	FG	To make a basket or free throw. It can also refer to the point totals of both teams – as in the score of the game was 50 to 47.
Scorer	SR	The scorer shall keep a record of the scoresheet according to the basketball rules.

TERM	ABBR	EXPLANATION
Scoresheet	SS	The official record of the game details, which is kept throughout the game. The scoresheet records a running tally of the team and individual scores and fouls.
Screening	SC	Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court.
Secondary (Coverage)	SCE	Area of responsibility and actions that referee is able to cover after ensuring that primary coverage is covered.
Self-Evaluation	SEF	The process of evaluation of one's own performance.
Selling the Call	STC	Placing emphasis on a call with louder voice and whistle and slightly more demonstrative signals. It should happen only in close calls in order to help the call gain acceptance.
Semi-Circle (No-Charge)	NCSC	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. The no-charge semi-circle lines are part of the no-charge semi-circle areas.
Shot	N/A	An attempt at the basket.
Shot Clock Operator	SCO	The shot clock operator shall be controlling the shot clock according to the basketball rules.
Shot Clock Violation	SCV	Once a team has gained possession of the live ball on the court it is required to attempt a shot within 24/14 seconds. Not to do so is a violation.
Sidelines	N/A	The boundary lines inscribing a side of the playing court area.
Signals	N/A	The official communications as described in the rulebook by which the referees explain their decisions to the players and scorer's table.
Signals (communication among the crew)	N/A	Subtle gesturers made by one referee to the other to help with game maintenance and teamwork – such as enquiring of the other referee if they saw who last touched the ball before it went out of bounds. Each crew may have their own way of communicate internally.
Special Situations	SPS	In the same stopped-clock period that follows an infraction, special situations may arise when additional foul(s) are committed.
Spirit and Intent of the Rules	N/A	The rules were not written to be interpreted literally, but rather, to stop players from gaining an advantage by using illegal methods. Thus, not all contact is a foul – only contact which causes a player to be disadvantaged by the initiator of that contact. Thus, each incident needs to be judged by the effect it has on the game and not in complete isolation. A flexible interpretation of the rules is what is necessary; calling the game by the “spirit and intent” of the rules.
Starting Five	SF	The head coach shall indicate at least 10 minutes before the game the 5 players who are to start the game.

TERM	ABBR	EXPLANATION
Stay with the Play	SWP	Refers to IOT that referee will not take his/her eyes and concentration off the play before it has ended.
Strong Side (Refereeing/3PO)	SSR	Side of the court where the Lead & Trail referees are located (3PO).
Substitution Opportunity	SUBO	<p>A substitution opportunity begins when:</p> <ul style="list-style-type: none"> For both teams, the ball becomes dead, the game clock is stopped and the referee has ended the communication with the scorer's table. For both teams, the ball becomes dead following a successful last or only free throw. For the non-scoring team, a field goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime. <p>A substitution opportunity ends when the ball is at the disposal of a player for a throw-in or a first or only free throw.</p>
Substitution / Substitute	SUB	During playing time, a team member is a substitute when he/she is not on the playing court but is entitled to play.
Switching (Referees)	SW	Refers to switching the positions (roles) of the Lead, Trail and Centre after reporting the foul to the Scorer's Table. The switch normally involves the calling referee moving to a new position on the court.
Table side	TS	This refers to the side of the playing court which is closest to the scorer's table.
Table Officials	TBO	The table officials shall be a scorer, an assistant scorer, a timer and a shot clock operator.
Tap	N/A	A tap is when the ball is directed with the hand(s) towards the opponents' basket.
Team / Team Member	TM	<p>Each team shall consist of:</p> <ul style="list-style-type: none"> No more than 12 team members entitled to play, including a captain. A head coach and, if a team wishes, a first assistant coach. A maximum of 7 accompanying delegation members who may sit on the team bench and have special responsibilities, e.g. manager, doctor, physiotherapist, statistician, interpreter, etc.
Team Bench Areas	TBA	The team bench areas shall be marked outside the playing court limited by 2 lines. There must be 16 seats available in the team bench area for the team bench personnel which consists of the head coach, the first assistant coach, the substitutes, the excluded players and the team followers. Any other persons shall be at least 2 m behind the team bench.

TERM	ABBR	EXPLANATION
Team Control (Ball)	TC	<p>Team control starts when a player of that team is in control of a live ball by holding or dribbling it or team has a live ball at their disposal. Team control continues when:</p> <ol style="list-style-type: none"> 1. A player of that team is in control of a live ball. 2. The ball is being passed between team-mates. <p>Team control ends when:</p> <ol style="list-style-type: none"> 1. An opponent gains control. 2. The ball becomes dead. 3. The ball has left the player's hand(s) on a shot for a field goal or for a free throw.
Team Control Foul	TCF	An offensive foul. A foul made by a player whose team is in control of the ball at the time.
Team Foul(s)	TFO	A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player. A team is in the team foul penalty situation when it has committed 4 team fouls in a quarter.
Teamwork	N/A	The smooth functioning of the referee team to provide proper coverage and control to a game.
Technical Foul	TF	A foul called on a player, head coach or a substitute or team follower on the bench for unsportsmanlike conduct that involves no contact. (also known as "T").
Tempo	N/A	The speed at which the game is being played: are teams both running up and down the court, fast-breaking and making a lot of mistakes; or, are the teams playing in a deliberate manner in order to make full use of the ball and the shot clock, etc.
Three (3) Person Officiating	3PO	An officiating concept where three referees are working in the game. The terms for the 3 referees are Crew Chief (CC), Umpire 1 (U1) and Umpire 2 (U2), and all referees are working during the game in Lead, Trail & Centre positions.
Three (3) seconds	3S	A player shall not remain in the opponents' 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.
Throw-in	T-IN	A throw-in occurs when the ball is passed into the playing court by the out-of- bounds player taking the throw-in.
Time & Distance (Basketball)	T&D	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/her direction. The distance is directly proportional to the speed of the opponent, but never less than 1 normal step.
Time-Out (Referees)	RTO	Referees may also call an official time-out when a player has been injured or if they wish to confer with each other, a player, the scorer's table, or team bench.

TERM	ABBR	EXPLANATION
Time-Out (Team)	TO	A time-out is a one minute break in play where the coach may address their team. Teams may call two time-outs at any time in the first half, three during the second half and 1 per each overtime.
Time-Out Opportunity	TOO	<p>A time-out opportunity begins when:</p> <ul style="list-style-type: none"> For both teams, the ball becomes dead, the game clock is stopped and the referee has ended the communication with the scorer's table. For both teams, the ball becomes dead following a successful last or only free throw. For the non-scoring team, a field goal is scored. A time-out opportunity ends when the ball is at the disposal of a player for a throw- in or for a first or only free throw.
Timer	TR	The timer shall measure playing time, time-outs and an interval of play according the Rules of Basketball.
Trail (Referee)	T	Under the dual referee system one referee always leads the play down to the end of the court and the other referee remains close to by slightly behind the play in order to maintain the sandwich principle. It is always the trail referee's responsibility to detect basket interference and to notice whether a shot has gone in or not.
Travelling Violation	TV	When a player with the ball lifts or moves the pivot foot from its spot on the floor before releasing the ball from the hands for a dribble, or takes too many steps after picking up the ball when stopping, passing or shooting. It is not possible to travel while dribbling the ball. During a dribble, there is no limit to the number of steps a player may take when the ball is not in contact with the hands.
Triple Whistle	3W	When three referees simultaneously blow their whistles on a same play.
Turnover	TOR	When the offensive team loses possession of the ball other than from a missed or made shot; i.e. an interception, violation or offensive foul.
Two (2) Person Officiating	2PO	A officiating concept where two referees are working in the game. The referees are Crew Chief and Umpire and they are working during the game in Lead and Trail position.
Umpire	U (U1, U2)	Under 2PO, one referee is designated the crew chief and the other the umpire. The umpire is normally the younger and/or less experienced of the two referees. The umpire's duties and prerogatives are the same as the crew chief's with the exceptions noted under the Crew Chief heading in this glossary. Under 3PO, there is a crew chief and two umpires (U1 & U2).

TERM	ABBR	EXPLANATION
Unsportsmanlike Conduct (Behaviour)	UC	To be unsportsmanlike is to act in a manner unbecoming a fair, ethical, honourable individual. It consists of acts of deceit such; disrespect, such as making debasing or critical remarks about or to a referee or an opponent; vulgarity – such as the use of profanity whether or not directed at someone. The penalty for unsportsmanlike conduct by a player on the court, coach or team member/follower is a technical foul.
Unsportsmanlike Foul	UF	<p>An illegal contact that includes any of the below criteria, should be called as an Unsportsmanlike Foul.</p> <ul style="list-style-type: none"> ▪ Contact with an opponent and not legitimately attempting to directly play the ball within the spirit and intent of the rules. (C1) ▪ Excessive, hard contact caused by a player in an effort to play the ball or an opponent. (C2) ▪ 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 the act of shooting. (C3) ▪ 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 the act of shooting. (C4) ▪ 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. (C5)
Video Operator	VO	The video operators tag the calls of the referees in FIBA competitions. Their main function is to capture data through the referees' calls, with the support of a computer and other devices, for a subsequent analysis of the images and statistical data of the actions called by the referees.
Violation	N/A	A violation is an infraction of the rules. Penalty: The ball shall be awarded to the opponents for a throw-in at the place nearest to the infraction, except directly behind the backboard, unless otherwise stated in the rules.
Warning	WAR	It refers to any situation when the referees determinate that a head coach or player should be warned for an incorrect conduct: normally for improper behaviour, delay of game, fake.
Weak Side (Refereeing)	WSR	Side of the court where the Centre referee is located (in 3PO).
Wiping the Basket	N/A	Cancelling the score (normally used in North America)
Working Area	WA	Area in which a referee in any given position normally operates.

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