



Basketball Victoria Senior Representative Basketball

Big V 2022 OFFICIATING DIRECTIVES

CONTENTS

GENERAL PRINCIPLES	3
Freedom of Movement	3
Contests	3
Consistency	3
Control	3
Communication	3
Contact Criteria	3
CALLING DIRECTIVES	3
Freedom of Movement	3
On Ball	3
Off Ball	3
Screening	4
Act of Shooting	4
Stationary player/shooter	4
Player/Shooter in motion	4
Shooter who has passed the ball	4
Shooter Protection	4
Post play	4
Player/Coach Behaviour	5
Flopping/Faking	5
Game Delay	5
Unsportsmanlike Foul	5
PLAYER / COACH BEHAVIOUR - RESPECT FOR OUR GAME	6
RESPECT FOR OUR GAME	6
THREE STEP PROCESS	7

GENERAL PRINCIPLES

FREEDOM OF MOVEMENT

- Players must be allowed to move freely around the playing area, both with and without the ball
- Create a free-flowing game by penalizing the player who causes illegal contact that restricts their opponent's movement

CONTESTS

- Allow the players to express their talent and athleticism both offensively and defensively
- Allow loose play to develop, let the players show effort for the ball without being overtly illegal or physical
- Allow players to contest for positions with their bodies, penalizing the player who causes overtly illegal or "rough" contact to their opponent
- Referees must be patient when assessing illegal contact, ensuring they officiate the start, middle and end of the play before making a decision

CONSISTENCY

- Plays that look similar are to be officiated in the same manner
- Assess plays that are like for like from end to end, equally, throughout the game

CONTROL

- Referees must control situations that involve hard/heavy contact
- Identify and control contact escalation by discerning between "physical" and "rough" play
- Any situation that can escalate from normal basketball play must be controlled immediately

COMMUNICATION

- Referees must communicate effectively with players, coaches and scoretable
- Proactive and preventative techniques should be used to avoid fouls when appropriate
- Where contact is/has occurred, this is no longer a preventative situation

CONTACT CRITERIA

- When assessing illegal contact, referees must consider if the contact:
 - Impacts the progress or the movement of the player
 - Impedes, disrupts or restricts the player
 - Displaces the player

CALLING DIRECTIVES

FREEDOM OF MOVEMENT

ON BALL

- Illegal contact to an opponent that causes them to lose control/possession of the ball is to be called immediately
- In the backcourt, two (2) hands placed on the ball carrier is to be called immediately
- One (1) hand placed on the ball carrier momentarily can be allowed
 - The hand cannot steer, redirect or impede the progress of an opponent
- In the front court, illegal contact that prevents the dribbler from getting past their defender, must be called immediately
- Repeatedly jabbing or removing and replacing one (1) and/or two (2) hands on the ball carrier is to be called immediately

OFF BALL

- When guarding a player without the ball the elements of time and distance apply. A 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 to either stop or change their direction. The distance is directly proportional to the speed of the opponent but never less than 1 normal step
- Referees must identify active matchups to determine who is responsible for causing contact and if that contact is illegal or not
- Illegal contact must be called if it restricts, redirects or displaces an opponent. Two hand/arm push offs, wrapping, bumping or elbowing opponents must be called immediately

SCREENING

- A screener may set and re-set or even move whilst in a screening position as long as they adhere to the following
- When screening an opponent, players must ensure they are:
 - Stationary at the point of contact
 - Remain within their cylinder
 - Allow time and distance
- It is illegal for screeners to extend their arms or backside to shift an opponent
- Screens set with knees pointed and leaning out that cause illegal contact to an opponent are to be called immediately
- Referees are to be aware of and understand the play action of a screen and roll in which the roller is entitled to move towards the basket
 - Discern between the phase of screening (prior to contact) and the phase of rolling (after contact) which allows free flowing basketball
- Players who deliberately run through legally set screens should be penalized

ACT OF SHOOTING

- A player fouled in the act of shooting that is unable to release the ball towards the basket, shall still be awarded free throws. This may occur, for example, if they are:
 - Fouled hard and lose control of the ball
 - Stripped of possession at the same time as the foul
 - Cannot release the ball
- A player that is fouled in the act of shooting but begins a new act of shooting is still entitled to free throws for their original act. If the player scores off the new act of shooting, this basket shall not count

STATIONARY PLAYER/SHOOTER

- The act of shooting begins when the offensive player begins the upward motion towards the basket
- Act of shooting ends when the ball has left the player's hand(s), in the case of an airborne shooter, both feet have returned to the floor
- A player is not considered in the act of shooting when in the "rip through" motion, across the body, as this is not an upwards motion towards the basket. If illegal contact occurs on a rip through, this is not in the act of shooting and if called, play should resume with an inbounds (unless in a bonus foul situation)

PLAYER/SHOOTER IN MOTION

- The act of shooting 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 begins a continuous motion towards the basket
- The act of shooting ends when the ball has left the player's hand(s) and, in case of an airborne shooter, both feet have returned to the floor

SHOOTER WHO HAS PASSED THE BALL

- A player fouled in the act of shooting who then passes the ball off is to be assessed as no longer in the act of shooting and cannot be awarded free throws (unless in a bonus foul situation)

SHOOTER PROTECTION

- Illegal contact on a shooter is to be called a foul
- A defensive player must not be penalised for jumping vertically or having hands/arms extended vertically within their cylinder
- Athletic play shall be encouraged and legal play rewarded
- Referees must show patience in assessing plays from start to finish, ensuring they allow the play to develop and they can gather all necessary information before making a decision
- Referees must identify a shooting contest early in order to determine the positions of the offence and defence
 - Where a defender jumps from "A to A" and lands in the same spot, this shall be rewarded
 - Where a defender jumps from "A to B" and takes the landing space of the offence, this shall be penalized
- Verticality is a central theme to a free-flowing game, particularly around the basket
 - Defenders are to be penalized when not vertical and causing illegal contact on shooters
 - Vertical defenders must be rewarded for playing within their cylinder

POST PLAY

- Post play must be encouraged and understood as a sequence of contacts between two players competing physically for position
- Referees need to show patience in officiating post play, working through the string of sequences to reward normal play and penalize illegal play
- Defenders may use their body and/or one arm bar as long as it remains inside their cylinder, to maintain their position

- Illegal contact such as hooking, clamping or holding in the post requires assessment for effect in the context of two players contesting a similar position
 - Illegal contact that restricts or displaces, must be called a foul
- Any overt illegal action must be called immediately, such as:
 - Use of knees to displace opponents
 - Use of elbows, stiff arm/s at full extension or double arm bars

PLAYER/COACH BEHAVIOUR

- Referees are expected to understand their role in facilitating a successful, free flowing game through communicating openly, effectively and respectfully with all persons involved
- Referees must expect a level of emotion and character that comes with the game. Naturally, some individuals will react to calls or no calls, however these reactions shall not be aggressive, overt or for an extended period of time
- Generally, interactions with players and coaches will allow the following:
 - Questions relevant to the current game, as long as it is done in a civil manner
 - Short discussion about a specific play or explanation of the outcome to a series of events
- Referees must manage situations of continued disputing, commentary or distraction whilst trying to officiate live play. These behaviours must not proliferate for multiple plays in a row.
- Where applicable, referees should exercise resilience and common sense to deal with situations in a calm and appropriate manner, proportional to the situation they are presented with
- Behaviours that are disrespectful whether direct or indirect are not acceptable and must be immediately penalised with a Technical Foul. Examples of this behaviour include but are not limited to:
 - Wave offs, punching the air or excessive waving of arms
 - Aggressive or condescending clapping towards an official or showing resentment for a call or no call
 - Shouting profanity in reaction to a call or no call
 - Frantically running away from the play after a call or no-call
 - Hitting or slapping the court, bench, seats, wall or support padding

- Slamming or throwing the ball at an official, directly away from an official or into the court

FLOPPING/FAKING

- This is a form of cheating in that it is an attempt to trick or fool referees into calling a foul incorrectly
- This type of behaviour is not within the spirit of sportsmanship and fair play and if identified should be penalized
- A flop or fake can be identified as theatrical exaggeration of contact to simulate being fouled
- If a player:
 - a) Flops/fakes but causes illegal contact to an opponent, a foul shall be assessed on the flopper
 - b) Flops/fakes but does not cause any illegal contact:

An official warning is to be given at the next dead ball period. This is communicated to the offending player and head coach. Each team is entitled to one warning for flopping

A technical foul is to be assessed to members of the warned team for any repetition of flopping.
 - c) Flops/fakes excessively without any contact and does not generate any illegal contact is to be assessed with a technical foul

GAME DELAY

- It is illegal to delay the progress of the opposition team by deliberately touching the ball after it passes through the basket or by preventing a throw in or free throw from being taken promptly
- In the case where a player delays the game or the progress of the opposition:
 - In the first instance, an official warning is to be given at the next dead ball opportunity. This is communicated to the offending player and head coach. Each team is entitled to one warning for delay of game
 - In any further instances, the offending player is to be immediately assessed with a technical foul

UNSPORTSMANLIKE FOUL

- Any foul called during the game that fits within the following criteria must be upgraded to an Unsportsmanlike foul:
 - Contact with an opponent and not legitimately attempting to directly play the ball within the spirit and intent of the rules

- Excessive, hard contact caused by a player in an effort to play the ball or an opponent
- An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins the act of shooting
- An illegal contact caused by the player from behind or laterally on an opponent, who is progressing towards their opponent's basket and there are no other players between them, the ball and the basket. This applies until the offensive player begins the act of shooting
- Contact by the defensive player on an opponent when the game clock shows 2:00 minutes or less in the fourth quarter and each overtime, when the ball is out of bounds for a throw in and still in the hands of the referee or the player taking the throw in
- Referees must only judge the actions of the players when interpreting these situations

PLAYER / COACH BEHAVIOUR – RESPECT FOR OUR GAME

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

RESPECT FOR OUR GAME

In addition to the above points, BigV employs the following behavioural - respect for our game - procedure. All Technical Fouls called in BigV are penalised with 2 shots and possession at the front court throw in line with 14s on the shot clock. Basketball Victoria have agreed to adopt the term "Respect for the Game" when dealing with officials, players, coaches and spectators. The following behavioural procedures are in place for BigV.

A BEHAVIOURAL TECHNICAL FOUL – OBVIOUS NEGATIVE BEHAVIOUR

- Shows some form of dissent (by word or action) towards a referee or their calls
- Shows some form of disrespect (by word or action) towards any match officials

WARNINGS CAN BE ISSUED FOR THE FOLLOWING:

In cases like these, the referee will attempt to issue a warning to the player/coach although they are not required to do so.

- Continuing to discuss a call after the referee has responded
- Holding arms in the air following a call for a prolonged period
- Attempting to demonstrate actions such as traveling etc
- Repeatedly asking questions, making comments, or gesturing in response to calls

BEHAVIOURAL TECHNICAL FOUL WITHOUT WARNING:

In cases like these, the referee will consider issuing a Technical Foul without a warning;

- Wave offs, aggressive or excessive motioning of the arms
- Aggressive hand claps directed at an official or showing resentment for a call or non-call
- Running towards or aggressively approaching a referee
- Shouting a reaction to a call or using profanity
- Extended or prolonged complaining about a call, particularly after being told to stop
- Not responding to a warning by repeating the action (or some other disrespectful action)

THREE STEP PROCESS

Referees are encouraged to use a three-step process when dealing with behavioural issues. They are encouraged to try where possible, to prevent from calling a technical foul by understanding and addressing the coaches' behaviour before having to deal with it with a technical foul.

STEP 1:

- Referees are encouraged to attempt to de-escalate the situation with effective communication techniques; clearly articulating that the behaviour is not acceptable.
- Give the coach respect by acknowledging you have heard their comments

STEP 2:

- If the inappropriate or unacceptable behaviour continues, the referee is to issue a warning

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

STEP 3:

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

NOTE:

- If the behaviour of the coach / player is at such an unacceptable level, officials are entitled to progress immediately to either Step 2 or Step 3
- The process described does not preclude the possibility of the Player/Coach being reported directly to the League Tribunal using existing systems
- Behavioural Technical Fouls are centrally recorded by League administration. Repeat offenders may receive additional penalties involving match suspension and/or fines

PERMISSIBLE, UNDER THE RESPECT FOR OUR GAME RULES

Coaches and Team Captains are permitted to:

- Question a call, if the reaction is not aggressive, overly demonstrative nor prolonged
- Approach the referee to ask a question, if it's done in a courteous manner, is not prolonged and ends when the official has provided an answer
- Communicate with the referee to obtain information, only when the ball is dead and the game clock is stopped

TEAM BENCHES

- Teams are expected to remain seated whilst the game is in motion.
- It is understood that teams will stand to acknowledge their teammates or exciting play from time to time.
- Teams are expected to remain seated and comply with requests from officials to be seated
- Coaches are expected to keep their teams seated
- At no time, shall a player, coach or team delegate be disrespectful to the technical officials (score bench and statisticians).