



Basketball Victoria Senior Representative Basketball

**Big V 2022
OFFICIATING
POINTS OF
EMPHASIS**

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PREFACE

The purpose of this document is to support the league calling directives by providing video examples and play calling points of emphasis. The examples will include a short, play analysis to breakdown the key elements and relate them back to the calling directives.

The featured plays are not of Big V clubs as they are simply an example of the play type and how it should be officiated. Footage has been selected for image quality and play clarity purposes. Each play will give a visual example of the movements and techniques described in the calling directives to outline more clearly what the referees are directed to call and how players are expected to play.

The focus of these clips is on the plays and the players, not on the officials or their decisions. There are frequent mentions of "illegal contact" however referees must discern between illegal contact that does or does not have an impact on an opponent as the effect of illegal contact is what determines whether a foul call is to be made or not.

FREEDOM OF MOVEMENT

SCREENING

In a dribble handoff (DHO) action, the principles of screening/guarding a player without the ball still applies to all (including offensive) players, even if one of them is in control of the ball. If the ball carrier gathers the ball and looks to hand it off to a cutter, they may pivot but must do so in adherence to screening principles - i.e., allow time and distance, remain inside their cylinder, be stationary at the point of contact. This play is an example of when this action is performed but the ball carrier does not allow time and distance and is still moving at the point of contact which causes illegal contact with the defender that impacts their freedom of movement.

Example: <https://youtu.be/xN76s7000yl>

OFF BALL

It is important for referees to create an open and free flowing game by penalising players that grab, hold or restrict their opponents away from the ball. When officiating screening action, referees must not forget about the defence as they may hold the screener from moving freely after contact. The following plays are both screening actions with different types of illegal contact. On the first play, White 1 wraps the screener with two arms and prevents him from running the lane to the rim. The second play, Red 8 hooks the screener's leg with his right arm, tripping the screener and preventing him from rolling to the rim. Both examples are defensive holding fouls.

Example: <https://youtu.be/aa0VSVLrn5s>

ACT OF SHOOTING

STATIONARY SHOOTER - RIP THROUGH EXAMPLE

This play is an example of the rip-through action which is not deemed to be in the act of shooting as the player's motion is across rather than upwards. The defender causes illegal contact by having their arms outside their cylinder as the offensive player rips the ball through. Contact is across the arms of the offensive player who, only after contact, start to make a second motion upwards to begin their act of shooting. As the contact occurred before the upward motion, the foul is not in the act of shooting.

Example: <https://youtu.be/X4cdLSwi2qQ>

SHOOTER IN MOTION

A player in motion whom gathers or receives the ball in a continuous motion towards the basket is deemed to have begun the act of shooting.

Example: <https://youtu.be/Q8Wy6jjFhf0>

SHOOTER WHO HAS PASSED THE BALL

This play is an example of a player who is fouled in the act of shooting but then passes the ball instead of releasing the ball towards the basket. The offensive player is in a continuous movement towards the basket and they gather the ball before being fouled by the defender. He then takes two legal steps, continuing towards the basket, turns and passes the ball to his team mate on the wing.

Example: https://youtu.be/_lgqSFrzJLc

SHOOTER PROTECTION

Any illegal contact on a shooter is to be called immediately, however referees must understand that not all contact on a shooter is the fault of the defence. If a defender does nothing wrong and the shooter causes the contact, then there shall be no call on the play. Referees must ensure they reward good, legal defence with no calls.

LGP - DRIVES

When officiating the defender, referees must identify when a Legal Guarding Position (LGP) is established – both feet on the floor, facing their opponent, in position first. As soon as a defender has LGP, they can move laterally, obliquely (diagonally) and backward to maintain it. If the defender does not establish LGP then any contact they cause is deemed illegal. Defenders can also lose LGP at the point of contact if they move forwards into their opponent or take a position on the floor their opponent already occupies or is entitled to – i.e., they are not to the position first. This example features two plays in which the first demonstrates a defender that does not establish LGP, and the second demonstrating a defender that does establish LGP.

Example: <https://youtu.be/zmupfn1Uh5Q>

AIRBORNE SHOOTER - LANDING SPACE

When a shooter becomes airborne on a shot attempt, they are entitled to a clean landing space and a path through the air – as long as this is not occupied by an opponent prior to leaving the floor. If a defender takes the landing space of a shooter after they become airborne, they are responsible for any contact that occurs and this contact is illegal. The act of shooting ends when the ball is released and, in the case of an airborne shooter, they return both feet to the floor safely. In this play, the defender takes the landing space of the airborne shooter, after they have left the floor, and they are unable to land safely.

Example: https://youtu.be/Y4w_Szk5pZQ

VERTICALITY - CYLINDER

Whether or not a defender has established LGP, they are still entitled to their position on the court as long as they remain in their cylinder – if a player has part of their leg or arm outside their cylinder, they are responsible for any contact that is possibly caused. When officiating the defence, referees must observe for arms or legs that come out of the cylinder and cause illegal contact. On this play, the defender is in LGP however their arms are forwards and outside of their cylinder when contact occurs; only after contact do their arms return to within their cylinder.

Example: <https://youtu.be/Cc5zlpYlqnw>

GAME DELAY

It is illegal for a player to delay the game by interfering with the ball after a basket is scored or after the whistle. Players must make an effort to either pass the ball to the official, their opponent or leave the ball where it lies. This example is after a basket, where the defensive player takes the ball out of the basket and delays the game by passing the ball to the referee instead of his opponent. In this situation, the defensive team has 2 options: leave the ball alone all together, or, if the ball falls into their hands simply drop it immediately or pass it to their opponent next to them/on the baseline. If the player in this example passed it directly to their opponent waiting on the baseline, there would have been no delay and thus no warning given.

Example: <https://youtu.be/LBJ7lpOWZnk>

BEHAVIOUR

Hitting or slamming the floor, padding, bench, seating or any other equipment such as clip boards or pens is to be penalised with a technical foul. This behaviour does not belong in the sport and may cause harm or damage to players or the equipment. The referees are not expected to understand the reasons as to why an individual behaves in such a way, nor the intent of their actions. However, players and coaches are expected to control their behaviour and to understand the consequences of their actions; as are the same expectations for referees.

Example: https://youtu.be/P-dZ_SGJsio

UNSPORTS-MANLIKE FOUL

CRITERIA 1

Can be simplified as “not playing the ball”. In this play, Blue 14 is in no position to play defence, reaches out and just grabs and pulls the dribbler’s arm. There is no legitimate attempt to play the ball, therefore this foul must be upgraded to an Unsportsmanlike foul. This contact would also satisfy C3 – see below for reference.

Example: https://youtu.be/tsNvw_plxag

CRITERIA 2

Can be simplified as “hard and/or excessive contact”. In this play, the offensive player deliberately swings her elbows through and causes contact to the face of the defender. This contact is hard and excessive, therefore must be upgraded to an Unsportsmanlike foul.

Example: <https://youtu.be/Lt4qtSdYYuw>

In this play, the defender grabs the shooter over the shoulder and pulls him to the ground. This is excessive contact and must be upgraded to an Unsportsmanlike foul.

Example: <https://youtu.be/64lfl2Zvgmo>

CRITERIA 3

Can be simplified as “unnecessary contact to stop transition”; it is similar to C1 but takes into account the ability of the defender to play defence while in transition and the intention of the rule is to remove the “take foul” in transition or fast breaks to stop the opposition from scoring freely. In this play, White 41 makes no effort to slide his feet and play defence. Instead, he reaches out with the left arm across the body of the dribbler as they are passing. The “unnecessary” component of this play is the lack of effort to continue playing defence, W41 chooses to almost give up on the play instead.

Example: <https://youtu.be/g-A8QSoBKs0>

CRITERIA 4

Can be simplified as the “breakaway” foul as it attempts to stop an easy score or fast break. It requires a foul to be caused from the side or behind a player with no other players between them and the basket they’re progressing towards. It is important to note that team control is not required for C4 to apply.

Example: <https://youtu.be/xExd4xd0eeg>

CRITERIA 5

Can be simplified as any foul committed by the defensive team in the last 2 minutes of the 4th quarter and last 2 minutes of each over time period – while the ball is still in the hands of the referee or the in-bounder. As soon as the ball leaves the hands of the in-bounder, C5 no longer applies. In this play, White 14 grabs the cutter with two arms and restricts his freedom of movement as the ball is at the disposal of the in-bounder and clock showing 00.5 in the 4th quarter.

Example: <https://youtu.be/jpWkWjTlGno>

TRAVELLING

While officiating the defence, referees must also observe the offensive player for illegal footwork that creates an advantage to the dribbler. The ball carrier must release the ball to start their dribble before moving their pivot foot. Referees must understand that minor shuffles are a part of the game and that they must be observing the travel that gains an advantage by returning balance to the player, gaining extra distance on the court or beating their defender. It is legal for players to slide along the floor whilst in control of a live ball, however they may not roll over. It is illegal for a player to hop on the same foot whilst in control of a live ball, this commonly occurs at the end of a dribble – a hop must be called immediately. This example features two plays, the first is movement of the pivot foot prior to releasing the ball and gaining an advantage; the second is a hop on the same foot after gathering the ball.

Example: <https://youtu.be/FuHPHveeS3k>